

HUMBLEWOOD™ TALES



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PRESS







HUMBLEWOOD™
TALES

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**AN EXTRA-SPECIAL THANKS TO OUR AMAZING 4,643
KICKSTARTER BACKERS WHO HELPED BRING THIS PROJECT TO LIFE!**



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Foreword



I didn't know I was doing it wrong, you see.

When I was in high school, I most definitely was part nerd. A half-nerd. A nerdling, if you will. I loved comics, I loved science fiction, I read Stephen King like his books dripped blood and I was *Nosferatu*. But like a lot of young people, I just found it easier to keep my loves hidden and secret. I'm sure a lot of you have felt that desire, to protect a little piece of the true joy in your heart when you know full well not everyone will understand. Not everyone will cherish it like you do.

Because that thing you love? Someone doesn't get it.

Soon, I discovered Tolkien. And that made me love fantasy, from the *Sword and Sorcery* of Robert E. Howard and Ray Harryhausen, to the Shannara and all the other remarkable topography of the imagination. It all seemed so gorgeously *limitless*.

I'm from a ridiculously small town in the middle of nowhere, maybe that's why these stories meant so much...grand vistas and tree cities, I wanted to go there. And then I found out you **COULD**. There was this thing out there, these books and boxed sets and weird dice. **ROLE-PLAYING GAMES**, sweet mama. And I wanted in.

It blew my mind, I mean, the very *idea*. That you could live a story, be part of an adventure, in the Shire, in Cimmeria, even in some incredible landscape yet to be imagined. This part never fails to amuse me, but I got invited to play by the son of my hairdresser. He had a regular game with some friends (I didn't know it was kind of a date, no pressure).

My friends, I loved it. I loved it to pieces. The rulebooks were nothing special, the art was very primitive. None of that mattered, I was hooked. I hung on every word. Remember that feeling? The first RPG you really lost yourself in? Rolling up your first character, drawing little maps of the dungeon so you didn't get lost on the way back? Your first natural 20, your first infuriating 01? Long story short, I ended up marrying the guy later. Lesson to everyone, RPGS promote romance! But it's what happened that night that I still think about. See, I loved the story we played, and I wanted so badly for there to be **MORE** of it.

So I grabbed paper and markers and pens and did it myself. Part of the adventure was in a little town called Dane. I made a map of how I thought it looked, I made character sheets for the people living there. I made a graph of the dungeon we plundered. I drew sketches of the monsters we fought. Don't act like you don't know this feeling, you sly dog! With no cartography knowledge, I made maps. With no art skills, I drew characters. And with no writing experience, I wrote **TALES**.

And I loved it. I happily brought all this stuff to the next session, and the DM and his friends were perfectly polite, but also a bit embarrassed. Because I didn't know...there were already books **FULL** of this stuff.

I didn't know that there were books like the one you are holding in your hands. How could I? I thought you had to make that lore yourself. I know most of you know this feeling, when you open a sourcebook, or a really wonderful campaign book, or a great monster manual...and you just **DEVOUR** the wonders inside, right?

That's how this book makes me feel every time I open it. It's all of those things. But at a level of craft and love and dedication so far beyond what I could ever have imagined back then. Mind-blowing art, paragraphs that deserve novels to be made from them. It's one of those wonderful, miraculous things that RPGs can do—make a game book that you just want to sit and read until you are completely immersed and dragged under, to the point where you're not sure you ever want to go back. Until you look at the skin on your arm, and see only feathers.

Hit Point Press kindly asked me to write a comic based on the Humblewood campaign setting, with art by the brilliant Sarah Webb. I loved it. After writing six hundred comics, I finally got to write a fantasy. And I've read the materials in the first set a dozen times. I think they topped themselves with this one. The new Tenders lore, the individual 'tales' of the title, my beloved shops and stores, and especially, the stunning Guide To Alderheart. It's a glorious vacation and adventure at once.

I've talked about this setting before. If you've experienced it, you don't need me saying out wonderful it is. But it's everything I didn't have the skills to create after my first RPG and a million times more. That thing you love? It's right here, and they

DEFINITELY get it. I love this hobby, and this book is a gateway to the best part of it.

The part that's *limitless*.

Grab a mug of nectar and let's dig in, shall we?

Gail Simone,

@GailSimone

Preface



As artists we don't always have the opportunity to let our creativity run free. Projects often require us to adapt to stylistic guidelines that can sometimes limit an artist's creative freedom. It is rare that a commercial project aligns with our personal interests and we sometimes have to accommodate in order to create art for a living.

This wasn't the case with Humblewood.

When art director Leesha Hannigan contacted me at the end of 2018 and asked if I was interested in illustrating a critter-inhabited world named Humblewood, I had no idea what this extensive and lovingly designed setting would develop into one day. Neither did I know how much I would contribute to bringing this world to life.

One illustration turned into dozens and I was given the opportunity to be part of the Humblewood concept art team. For the first time, I had almost no restrictions while working on a project and was not only able to pour all my creativity onto the paper, but also combine it with my two favorite things in the world: animals and nature. As someone who grew up in the German countryside surrounded by lots of wild parks, forests and nature, I've always had animal companions and can't imagine a life without them. Helping shape a world where critters play the leading roles was, and still is, something incredibly special to me.

As an artist, what I find the most fascinating and fun is paying attention to the little things. Of course the broad strokes of a character, like what creature they are, how big or small they are, what colors they wear and so on, are important, but these things can feel empty and bland without the additional small touches that bring them to life. What bag is this character carrying? Is it decorated and if so, with what and how? How dirty or clean is this bag? What's inside? Do we see the things inside peeking out because the carrier likes to collect things, or have they just come home from a market? These are all questions I'm especially taken with as an artist and are essential to making a world appear full, alive and almost touchable for anyone who dives into it.

I'm convinced that the best work happens when we create with true love in our hearts and I think this love is visible in every single page of the Humblewood books. It's a big part of why this world is so successful and loved by readers and players.

In Germany we have a word for this: Herzblut. (Herz = Heart, Blut = Blood) A poetic way of saying that we create with such passion and fire that our hearts start bleeding in the sense that it overflows with love and excitement.

Over time, Humblewood has grown into a rich world with characters and creatures with history, and places that vibrate with rich colors and liveliness. Being part of Humblewood continues to be an ongoing adventure and I'm beyond excited to see where this journey is going to take me.

Thanks to everyone who is part of Humblewood, be it the creative team or those of you who adventure in Humblewood, you make this world magical!

Christina Kraus,
Interior Illustrator
@ElbenherzArt



Introduction



Humblewood's history and lore are as vast as the great forest itself. As our scholars scrambled to collect the tales of the Wood onto parchment, they discovered that a single volume was not going to be enough to document it all. That is how the tome you hold in your hands, *Humblewood Tales*, came to be.

While preparing the chapter on the calendar of Everden, our scholars discovered some strange documents from an unfamiliar source. Thus, we are pleased to include a copy of the mysterious Vaultkeeper Randmodius' thoughts on the calendar of Everden, both as a comprehensive guide to timekeeping and as a curiosity.

As a traveler to the Wood, you might find yourself drawn to the Great Tree City of Alderheart—a towering metropolis of bark, branch, and leaf—but navigating your way through the city can be difficult for even the most seasoned explorer. To that end, this tome includes an exclusive printing of Jonall Hannu's acclaimed "Traveler's Guide to Alderheart," a comprehensive guidebook to the culture and customs of Humblewood's capital. Learn the history of the Great Tree City, discover the most popular local cuisine, and most importantly, never get lost in Alderheart again!

We've also included a handy guide to some of Humblewood's most famous (and infamous) merchants. You will find new merchandise on which to spend your coin and interesting vendors who might have work for you—perhaps of the adventurous kind!

Have you ever been curious about the Tenders of the Scorched Grove? Perhaps you have wondered what the Tenders are like elsewhere in Everden? You'll find many details here about the ranks and rituals of this mysterious organization. The Tenders channel the Great Rhythm in many extraordinary ways, and you can learn from them here as well: Train as a Circle of the Warden druid and protect the denizens of the Wood, gain arcane insight from nature with the wizarding tradition of Leyline Magic, or travel down a darker path with the Predator warlock patron.

Finally, we have collected the *Humblewood Tales* themselves, stories of daring adventure from across the Wood. Help fight corrupted slime in the Roots of Alderheart, hunt down the legendary Loper, uncover the mysteries surrounding a young jerbeen who may be Wind-Touched, or venture to Saltar's Port to tangle with a wakewyrm or into the tragic memories of the enigmatic Seahawk. These tales are for you to make your own.

There is more to be seen of the Humblewood than can ever be collected—it is a task that will continue for a long time to come. Our hope is that with this tome in hand, you will be able to continue your exploration of Everden and create even more *Humblewood Tales* of your own.

Safe travels, adventurer and may the Great Rhythm guide your step.



A Humble Calendar

THE SONG KEEPERS' ALMANAC

EXCERPT FROM THE VAULT KEEPER'S ALMANAC

Over my long life, I have peered into countless worlds with grand civilizations where powerful magics and altered physical laws hold sway. I have witnessed the birth of gods and the deaths of entire cosmoses. So, naturally, it took me by surprise when a rather unremarkable little world piqued my interest.

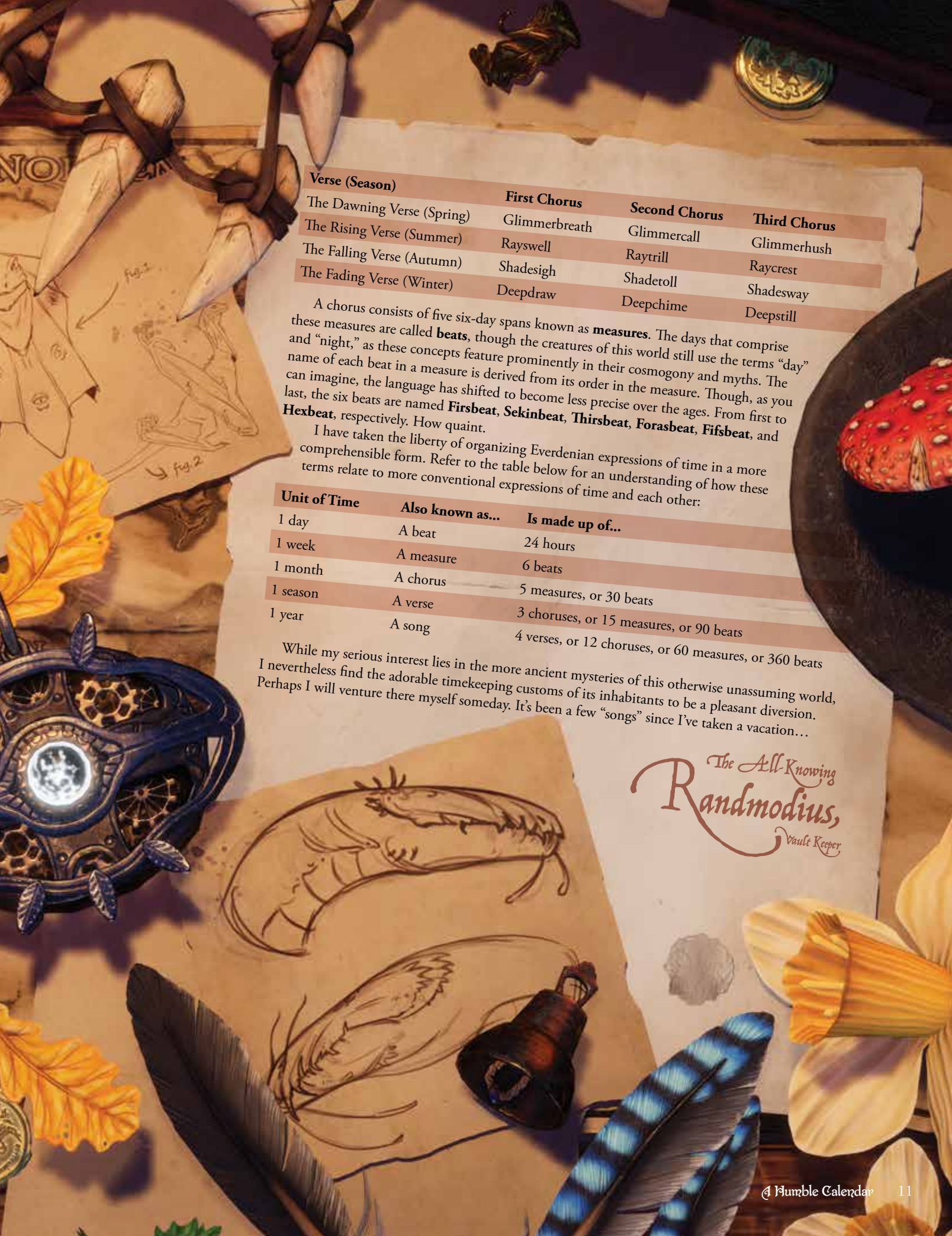
In my studies of "Everden," as it is known by its inhabitants, I find myself just as intrigued by the customs of the creatures who make their homes here as by the tantalizing mysteries that lie at their world's center.

Time has always fascinated me, more so now that I see it from the perspective of the infinite. I must admit, I was greatly amused by the oddly charming method the inhabitants of this place devised to chart the passage of time. It seems that the first record keepers of Everden's history were bards of some sort: these musicians began incorporating the noteworthy events of a solar revolution into a song that could be passed down through generations. As these minstrels traveled and shared their story-songs, their role evolved from the purely musical to the more consciously historical. They became known as "songkeepers," though few who hold this office in Everden's present still practice music. In honor of these origins, time and history in Everden are still recorded in musical terms, whether sung or not. Adorable.

A solar year in Everden lasts for 360 days, and each of these years is known as a song. By their reckoning, the current calendar year is Song 786. Everden itself is far older, of course, though I doubt these limited beings will ever discover just how old...

Nevertheless, their songkeepers continue to search for evidence of what happened "in the time before song." Much of this ancient prehistory has passed into myth and legend. As expected, the creatures of Everden have failed time and again in their attempts to discern fact from fiction. Each song consists of four three-month cycles called **verses**, and each verse corresponds to a season in nature. The inhabitants of Everden still use familiar terms like "Spring," "Fall," and so on, but each season has a more formal verse name in the official calendar.

Each lunar month lasts for 30 days and is known as a **chorus**. There are 12 choruses to a song. I have made a note of them here.



Verse (Season)	First Chorus	Second Chorus	Third Chorus
The Dawning Verse (Spring)	Glimmerbreath	Glimmercall	Glimmerhush
The Rising Verse (Summer)	Rayswell	Raytrill	Raycrest
The Falling Verse (Autumn)	Shadesigh	Shadetoll	Shadesway
The Fading Verse (Winter)	Deepdraw	Deepchime	Deepstill

A chorus consists of five six-day spans known as **measures**. The days that comprise these measures are called **beats**, though the creatures of this world still use the terms “day” and “night,” as these concepts feature prominently in their cosmogony and myths. The name of each beat in a measure is derived from its order in the measure. Though, as you can imagine, the language has shifted to become less precise over the ages. From first to last, the six beats are named **Firsbeat**, **Sekinbeat**, **Thirsbeat**, **Forasbeat**, **Fifsbeat**, and **Hexbeat**, respectively. How quaint.

I have taken the liberty of organizing Everdenian expressions of time in a more comprehensible form. Refer to the table below for an understanding of how these terms relate to more conventional expressions of time and each other:

Unit of Time	Also known as...	Is made up of...
1 day	A beat	24 hours
1 week	A measure	6 beats
1 month	A chorus	5 measures, or 30 beats
1 season	A verse	3 choruses, or 15 measures, or 90 beats
1 year	A song	4 verses, or 12 choruses, or 60 measures, or 360 beats

While my serious interest lies in the more ancient mysteries of this otherwise unassuming world, I nevertheless find the adorable timekeeping customs of its inhabitants to be a pleasant diversion. Perhaps I will venture there myself someday. It's been a few “songs” since I've taken a vacation...

The All-Knowing
Randmodius,
Vault Keeper

Alderheart Traveler's Guide

A H V A N L E G V 7 > E S 7 > A L L

GREETINGS FROM THE AUTHOR, JONALL HANNU

THE SKIES SEE YOU, TRAVELER!

Alderheart is a city unlike any other. Shaped from the majestic Evertree from which it takes its name, Alderheart is a cultural and mercantile metropolis: the beating heart of the Humblewood region. It is a city filled with magic, history, and customs that might seem strange to you, but it is without a doubt one of the most welcoming places I've ever had the pleasure of visiting.

And who am I to guide you through this city? A seasoned traveler, a merchant by trade, and one who has perused the stalls of Alderheart's markets many times. Though I come from the plains of Firnveldt, I've journeyed across this continent—from the northern edge of the Crystal Expanse to the tip of the Tanglewolds far to the south and just about every place in between! While I may not be a sage or a songkeeper, I've picked up a thing or two by asking questions and keeping records. Take this wanderer's word—everything written here is true, my hand to the stone. I hope you find something of use in my observations.

And so, dear traveler, I offer you my guide to the wondrous city of Alderheart. May it serve you well.

To the one in possession of this modest guide to Alderheart, I hope you enjoy my account of the Great Tree City. Should you ever have the good fortune to visit the city in the summer months and find yourself in need of supplies, gear, or another well-written guide, look for the tent marked "Hannu's Provisions" in the Canopy Market!

-Jonall Hannu



W X I > E X Γ H E E V E X Γ X E E

While traveling in the Wood, you'll come across the magical plants and animals that call Humblewood home. Some of these creatures are gentle, but others can be extremely dangerous. If you spot bright yellow eyes watching you from the shadows of the brush or catch a whiff of sulfur on the wind, you'd best hurry along! Keep a hand on your blade, just in case.

Some have claimed that the tree has specially chosen them to make its will known by sending them visions or sharing dream-like scenes of things it has witnessed throughout its long life. Many earnestly trust those who claim to be blessed with the Evertree's revelations. However, while genuine cases have been documented, several claimants have been exposed as charlatans. Be wary of someone who asserts that they've been chosen by the Evertree, especially if they're trying to sell you something.



The History of Alderheart



To understand Alderheart, you must understand its history. Such a huge city didn't sprout up overnight, and its past is written on every branchroad and building. You can learn a lot about the history of the Great Tree City by exploring its libraries and museums, so be sure to visit them if you get the chance. But also keep your eyes open while you explore to spot signs of its history everywhere you go.

BEFORE ALDERHEART

The first inhabitants of the tree now known as Alderheart were birdfolk. Nowadays, the different kinds of birdfolk of Humblewood see themselves as kith and kin, but in the distant past, they were distinct, self-governing peoples. The five birdfolk clans—the corvums, the gallus, the lumas, the raptors, and the strigs—lived apart. Birdfolk from different clans were just as likely to be enemies as friends, and each had their own ways and customs the others didn't care to understand.

By the oldest evidence, Birdfolk began living in Alderheart as early as Song 198. The first to inhabit the Evertree were a band of outcasts from various birdfolk clans. Many were druids who led their companions to commune with the spirit of the Great Tree. They were the first to learn the tree's name, Alderheart. After hearing of their wish to coexist without the separation imposed by the clans, the Evertree invited this mixed group of birdfolk to live in its branches.

The mighty Evertree taught the druids tree-shaping magic that allowed them to create homes and other structures within its trunk and branches and later within other trees, as long as the shaping was carried out with a tree's consent. Using this magic, the druids shaped stairways from the forest floor all the way to the very top of Alderheart. A temple to the birdfolk Amaranthines was fashioned within the Evertree, which would later become known as Holybranch. Around it, the first homes were shaped in the high branches of the Canopy.

Over time, this small settlement grew into a haven for birdfolk who wished to escape the clans' endless feuding. The compassionate folk of the treetop turned away no peaceful soul. Alderheart became known as a neutral territory within the Wood: a place where all were welcome to live a life of harmony and pay homage to the spirits of nature.

It wasn't just the birdfolk who found a home in the early days of Alderheart. Those who weren't birdfolk, the varied people commonly referred to as "humblefolk" in the Wood, lived in a village amidst the undergrowth near the northwest side of the tree. This settlement, Bramblewell, was established among the Evertree's exposed roots shortly after birdfolk started residing in the treetop. Bramblewell is a ruin now, but the surviving records estimate that it was founded around Song 208. By all accounts, Alderheart was more than big enough to support both settlements, and the two communities coexisted peacefully for decades.

By Song 353, the birdfolk had finished shaping the great treetop temple to the Amaranthines they named Holybranch. Pilgrims visiting Holybranch would pass through Bramblewell with coin to spend and wares to trade. Thanks to the travelers, Bramblewell thrived. The treetop community also blossomed, becoming a monastic center. Skilled healers and those in tune with the spirits of nature flocked to it. The Canopy was considered a sacred place, close to the Great Rhythm. Though eager to accept temple acolytes and visiting pilgrims, it grew more slowly than Bramblewell below. While neither community grew wealthy, they both prospered and knew little hardship. However, this time of peace didn't last.

THE THREAT OF THE FIRST BANDIT COALITION

The Wood was an unruly place in those early days, and the settlements beyond Alderheart looked out only for themselves. The various bandits, robbers, and crooks of Humblewood used this to their advantage. In Song 402, they joined together to form a great pack of thieves known as the Bandit Coalition under a mysterious figure known only as The Robber King. To this day, the Bandit Coalition's name and insignia are used by brigands to spark fear in the hearts of honest folk.

The Coalition raided every corner of the land. Even the birdfolk in their lofty perches weren't safe. The bandits came prepared. With ropes, ladders, and cunning tactics, the settlements of the Wood were ransacked one by one. Only the Evertree was left unscathed. Its trunk was too tall to scale, its stairways too narrow to storm, and its bark too thick to burn.

Vulnerably located on the forest floor, Bramblewell was attacked by the Coalition. However, thanks to the warnings from the acolytes watching high above for approaching marauders, the folk of Bramblewell were able to take shelter high in the Evertree while the Bandit Coalition sacked their little town. With the assistance of their neighbors from the Canopy, each time Bramblewell was raided, its people rebuilt it stronger than before. Bramblewell raised stone walls and other fortifications, ruined traces of which can still be seen. Townsfolk with combat skills organized themselves into a trained militia, becoming a bulwark against the bandit raids.

In exchange for the kindness shown to them by the folk of the Canopy, Bramblewell ensured that the treetop community continued to receive supplies and kept watch for anyone who might try to sneak up through the tree's hidden stairways. By supporting each other, both communities were strong enough to resist the worst of the Bandit Coalition's onslaught together.

As Bramblewell grew, it opened its gates to the wounded and frightened folk from nearby villages. It wasn't long before the Great Tree of Alderheart was established as a symbol of hope for the denizens of Humblewood. Birdfolk from the divided clans began to look to Alderheart as a place of safety and security, paving the way for the city's founding.

THE FOUNDING OF THE GREAT TREE CITY

It was the threat of the First Bandit Coalition that propelled Alderheart from a small religious community to a true city. Several figures from this turbulent time are recognized as the city's founders. Their names adorn monuments, streets, and buildings today, but they started out as a motley collection of representatives in the midst of a crisis.

The representatives from the five birdfolk clans who became known as the Founders of Alderheart were:

- ♣ Ava Windsweft, a just luma administrator
- ♣ Edwin Ebonhart, a wily corvum wizard
- ♣ Ferro Keer, a fierce raptor warrior
- ♣ Grido Snowtarn, a gallant strig commander
- ♣ Hevod Sunspring, an even-tempered gallus elder

While you will see the names and faces of these birdfolk displayed across the Great Tree City, you have to dig a little deeper to discover the humblefolk who were also in attendance, as they have been largely forgotten. Therefore, I am pleased to include their names here so that they may be remembered for their contributions:

- ♣ Fennel Jeramis, the honorable jerbeen mayor of Bramblewell
- ♣ Geswick Switch, the genius mapach inventor whose mechanical expertise created the great lifts of Alderheart
- ♣ Lady Verl Sangrenard, a vulpin merchant who established vast trade networks across the Wood

As the Bandit crisis in the Wood continued on song after song and more folk fled to Alderheart, it became clear that the small community had to grow and change. In Song 411, as the Bandit Coalition swept across the Wood in their fiercest attacks yet, the birdfolk and humblefolk sent representatives to Bramblewell to attend the Conference of Glimmercall. There they discussed how to organize themselves to stand against the bandit assault. Those who gathered there would drastically change the course of history in the Wood.

After days of heated debate, Edwin Ebonhart, a wizard who had long studied the magic of the Evertree, received a vision from the Great Tree itself. Alderheart expressed its wish to shelter the people of the Wood from the Bandit Coalition. Carrying the Evertree's message, Edwin suggested building a safe haven for those fleeing the Bandit Coalition: a true city in the branches and trunk of Alderheart, far greater than the small enclave that already existed. While all saw the wisdom in this plan, disagreement over who would lead this new city ensued. Fennel Jeramis, mayor of Bramblewell, expressed concerns over losing autonomy if her town was merged with the new city above. In the face of this reluctance, it was put forward that a city founded by members from each birdfolk clan would serve as a unifying force but that there would be resistance from the birdfolk clans should this be expanded to include humblefolk. Eventually, without an enthusiastic consensus, matters were resolved: the birdfolk would form a council to oversee the new treetop city and ensure equity between the birdfolk clans.

Meanwhile, the humblefolk would retain full control of Bramblewell below but would not have a say in the ruling of the city above.

Ava Windsweft heartily agreed to this plan, seeing the potential to rally the feuding birdfolk clans behind a common cause and end the feuds that had troubled the birdfolk for generations. The last to agree was Mayor Jeramis, agreeing to support the new city because it could bring more prosperity to her humblefolk-governed town of Bramblewell. Additionally, the newly-formed city would be sworn to help and protect Bramblewell. However, this promise would be broken only a few decades later in the eyes of Bramblewell's last residents as Alderheart stood idly by while its neighbor collapsed into disrepair. With the final terms agreed to, construction on the treetop city of Alderheart began on the 30th day of the Glimmercall chorus, Song 411.

A FLEDGLING CITY

Alderheart's early layout was drafted by Hevod Sunspring, who drew up plans for grand open treetop plazas, as well as blocks of comfortable houses in the city's center, where non-birdfolk would be safe from falling. Hevod's grandest designs eventually became the foundation for the city's Canopy level. With the military-minded Grido Snowtarn's guidance, Hevod designed the city's fortified entry points to prevent infiltration by smugglers and bandit scouts. Grido was knowledgeable in the ways of war and wanted to ensure the new city's defenses were as solid as the mountain homes of his people.

Unlike the later construction, you'll notice that older buildings and structures in the Canopy aren't magically shaped out of Alderheart's living timber. The city's first phase was built quickly, so very little tree shaping could be used. This architectural legacy can be seen today in both new and old homes belonging to the wealthy in the Canopy. Alderheart's elites continue to favor a classic architectural style that uses materials from across Humblewood and does not incorporate shaping.

This foundational style emerged from Edwin's collaborations with Geswick Switch, whom he would later fall for, and relied heavily on the mapach inventor's efficient system of lifts and pulleys. The dynamic pair established walkways and stabilizing platforms to keep structures built closer to the edge of branches accessible and make them resilient against storms. Edwin, who possessed an interest in astronomy, also commissioned the first great observatory in the Canopy.

As the fledgling city was being constructed, Ferro Keer trained anyone who volunteered in the ways of agile branch-to-branch combat and archery. The armed company she founded would become the backbone of Humblewood's defenses, the force now known as the Perch Guard. While many birdfolk excelled in techniques of branch skirmishing and dive attacks, these fighting styles relied on gliding and weren't suited to the humblefolk of Bramblewell. Instead, Ferro focused on training the humblefolk to use ranged weapons. Though the Perch Guard of today is associated with the agile, spear-wielding techniques of its birdfolk contingent, the first Perch Guard was equally composed of humblefolk archers and birdfolk skirmishers.

THE BATTLE OF ALDERHEART

By Song 412, the foundations of the city of Alderheart were complete, though it would scarcely be recognizable today. The early city was primarily constructed on the south side of the Evertree. If you wander that district, you will find some of Alderheart's oldest buildings. However, the early city wasn't much more than a fortified settlement built up around the Holybranch temple. The developing city flourished, drawing many people from across the Wood as the word spread that Alderheart was founded on the ideals of safety and cooperation.

However, The Robber King also heard the rumors of the city built to resist them and made plans to crush the young city to maintain the Coalition's stranglehold on the Wood. Fortunately, Alderheart caught wind of the plan and had time to prepare while the bandits organized their scattered forces. This conflict came to a head in Song 413 at The Battle of Alderheart.

At the start of summer, the Bandit Coalition launched a ferocious attack against the Great Tree City. Armed with flaming catapults and great ballistae, the Coalition's goal was to topple the Evertree and with it the fragile hope that anyone in the Wood could resist their might. In the face of the assault, Alderheart's founders led the Perch Guard in defense of the city. The battle lasted ten days, filled with bitter fighting and great losses on both sides. The steadfast leadership of the founders and the discipline of Alderheart and Bramblewell's combined forces won out, finally routing the bandits. The Robber King is believed to have died in this battle. No records referring to the Coalition's leader exist after this point, though many others using the title have popped up throughout history, claiming to be descendants of the original Robber King. This defeat hobbled the Coalition's forces and led to the end of their threat to the Wood.

Today, outside the Council Plaza Courthouse, a wooden obelisk shaped from the Evertree bears the names of those who gave their lives in the Battle of Alderheart. The names are filled in with gold so that they will never fade. Vines of goldblossoms grow around the memorial and bloom every song in Rayswell, marking Alderheart's victory and honoring the memory of those who fell in combat.

THE GREAT TREE CITY PROSPERS

With the Bandit Coalition shattered, the Wood entered a new age of peace. In Song 415, Alderheart established its governing body, the Birdfolk Council. Many in the city wished the founders to form the Council, but they all refused, save for Ava Windsweft. The others felt their talents could be put to better use elsewhere. Therefore, with a mission to foster a sense of unity among the five birdfolk clans and govern over Alderheart, the first Birdfolk Council was established by Ava, along with representatives from the other four clans. Given Ava's diplomatic and fair nature, the Council unanimously voted for her to lead it as the first Speaker.

The Council's first act was to sign the Humblefolk Treaty with leaders from towns and villages across the Wood, effectively placing all of Humblewood under the protection of the newly established Perch Guard. An age of chaos that had

reigned for nearly fifteen songs finally came to an end.

After its momentous victory over the Bandit Coalition, the city attracted migrants and merchants from all over the Wood, looking to rebuild their lives. Soon, the great markets in the Canopy and Trunk were constructed, new residents set up homes on the new branchroads, and tunnels were excavated throughout the Trunk.

Word of a better life to be had in the Great Tree City above trickled down to the roots of the Evertree. The call of fortune in the city above outsung any loyalty many had to Bramblewell below. Bramblewell was able to sustain itself for some time but began to fall into disrepair as its folk moved up into Alderheart, seeking opportunity and prosperity. This issue was brought to the attention of the Bird Folk Council many times by the leaders of Bramblewell, but Alderheart, preoccupied with its own affairs, neglected the failing town. By Song 448, Bramblewell had been abandoned completely. Now only overgrown ruins remain of the once proud community, but its legacy lives on in the humblefolk who reside in Alderheart to this day.

THE GREAT CALAMITY

The next great expansion of the city came in the aftermath of what is called The Great Calamity. During the summer of Song 486, a forest fire of unprecedented proportions raged through the Wood. This event is forever remembered by the folk of the Wood as the Great Calamity. Nobody knows exactly how the fire was first lit nor finally extinguished, but the blaze reduced the entire western section of the forest to cinders, leaving behind a flame-cursed plain of ash known as the Scorched Grove. In all my travels, I've never seen anything quite like it. It mars the Wood like a scar: an eerie place of searing winds, smoldering soil, and strange monsters. I'd give the Scorched Grove a wide berth, dear traveler, as it is filled with dangers.

In the aftermath of the Great Calamity, many who lived in the area that became the Scorched Grove, mostly humblefolk, had lost loved ones, homes, and livelihoods to the inferno. They looked to Alderheart for aid. The Birdfolk Council responded by decreeing that new spaces and branchroads be shaped in the lower Trunk to make homes for the influx of new residents. Since the Calamity, humblefolk have outnumbered birdfolk in Alderheart but still did not gain representation on the Council. At the time, the Birdfolk Council chose to view the refugees as guests rather than true citizens of Alderheart. The shortfall of not including humblefolk representation on the Council is still a dark mark on the city's history. It prevented humblefolk from sharing valuable perspectives on how the city could benefit all its residents.

As the Trunk filled, the city began turning folk away, claiming that there were not enough resources to sustain all the refugees. Those desperately seeking a home began to dig into Alderheart's roots secretly. Though crude at first, a network of tunnels formed over time, and small communities developed within them. For these root-dwellers, life was hard, and some resorted to thievery and smuggling to survive. The communities in the roots were an open secret for generations. The Council only publicly acknowledged the existence of the secret

tunnels in Song 721 and promptly sent tree-shapers to fill in the tunnels. However, Alderheart refused the tree-shapers. The Evertree wished to provide shelter to those who needed it, and the mighty Alderheart bid the tree-shapers strengthen the tunnels, shape proper homes for the Root-dwellers, and connect them to the rest of the city instead.

In Song 723, after a change in leadership, the Council agreed to expand the once clandestine tunnels, and the area became formally known as the Roots, the last official level of the city. Today, the Roots continue to be stigmatized by narrow-minded folk as a place of crime and villainy. Life in the Roots is still tough compared to the other levels of Alderheart, but for those who live there, it is their home, and they are proud of it.

PRESENT DAY

This brings us to present-day Alderheart. Usually, the Wood is slow to change, but things have taken a bit of a turn as I pen this guide. Forest fires have been running rampant. Though the Birdfolk Council has issued assurances that the matter is well in talon, some of the trusted scholars I've spoken to aren't so sure the fires are natural. I hope this is just a spat of unseasonable dryness, but I am confident that folks here will get by one way or another. Alderheart remains a destination that everyone should visit, should they have the chance.

Alderheart withstood both the Bandit Coalition and the Great Calamity thanks to the strength of its people, but the checkered history of this city has folks feeling more divided now than ever before. My grandmother used to say that resentment is like a seed: try to bury it, and it only grows. Hopefully, by the time you receive this guide, the Great Tree City has taken steps to correct its past mistakes and is writing a newer and better chapter in its history.



Exploring Alderheart



The Great Tree City has something for everyone. From the upscale avenues in the Canopy, the cozy interior of the Trunk, to the winding tunnels of the Roots, each level has its own stories, attractions, and sights. You haven't truly experienced the city of Alderheart until you've seen what each of its three levels has to offer.

TRAVEL WITHIN ALDERHEART

Navigating Alderheart can be overwhelming at first. The Great Tree City, with its branching roads that reach not only across the city but also up and down, can feel like a maze. Don't worry too much; although Alderites often give an impression of bustling haste, they frequently stop to help bewildered travelers find their way.

GETTING IN AND OUT

To enter or exit Alderheart, you have two options, enter via the Canopy or the Trunk. If you are visiting Alderheart for the first time, I recommend taking one of the lifts up to the Canopy as you get to experience Alderheart's stunning height for yourself as you rise upwards. Stairways and corkscrew tunnels also lead up from the forest floor, emerging at the same gates in Alderheart's Canopy served by the lifts. But be warned; this is a long climb.

If you have business in the Trunk or Roots of Alderheart, you may consider entering via the Entry Junction Hall instead. This is a large hollow in the base of the tree, and it serves as a hub for Alderheart's network of branchroads, so you can easily travel upwards or downwards. Whether you enter by the Gates or the Entry Junction, you will have to pass through a Perch Guard checkpoint. This process is remarkably smooth, given the flow of trade that passes in and out of Alderheart each day.

CITY GATES

For those of us who aren't used to a city stretching into the sky, Alderheart's Gates may be perplexing at first. Rather than being placed on the ground, they are located all the way up in Alderheart's topmost Canopy level. While these gates are largely considered relics of Alderheart's embattled past, they still act as checkpoints. The five gates are shaped like archways, and all sit near the edge of the Canopy. This placement allows guards to overlook the Wood below. As some of the city's most distinctive landmarks, the gates are a sight to behold at sunrise, when they are a bustle with new arrivals. Each gate connects to stairways that wind up through tunnels from the ground level, and the tunnels have smaller checkpoints that let folks in or out at different levels in the Trunk.

Gate Lifts. Even if you are not arriving in the city with a cart or wagon, taking a ride on one of the lifts connecting the forest floor with a gate above is highly recommended. There is no better way to get an understanding of the true scale of Alderheart than to see it disappearing beneath you as the lift platform rises toward the sky.

The lifts are the legacy of Geswick Switch, one of the founders of Alderheart. His inventions made life in the marvelous tree city possible. His handiwork can be seen today all over Alderheart in the pulley systems, lifts, and stabilization platforms. Gussie Muggins, the jerbeen lift operator at the Bastion Gate, is a history buff who idolizes Switch, and he will gladly tell you all about the inventor as you take a ride.

ALDERHEART'S FIVE GATES

Bastion Gate. The Bastion is the grandest and most stately gate and is the only one made completely of stone. The great gate is a magnificent sight, its towering bulk held in place by root-like supports shaped from the Evertree. It was one of two gates, the other being the Patchwork, originally built to defend the most vulnerable access points of Alderheart against the forces of the First Bandit Coalition. Though it was breached in battle, it has been reconstructed. Now, it stands as a grand monument to the city's success and as a testament to Alderheart's victory over the forces of brigands in the Wood.

Positioned on the south side of the tree, Bastion Gate marks the end of one of the great roads that cross Humblewood. This road leads to a route west to the town of Winnowing Reach and south toward Saltar's Port. The Bastion sees the most traffic of the five gates. From foreign merchants to local visitors, hundreds of travelers pass through it on foot each day.

Patchwork Gate. The most unusual gate in the city, the Patchwork Gate is made from brick and mortar reinforced with various materials, including wooden boards, metal plates, and lashings of thick rope. Built alongside the Bastion Gate to protect the fledgling city from the First Bandit Coalition's assault, it is known as "the ugliest gate in Alderheart." I'm told the moniker is a term of endearment for the old gate, which was badly damaged by the siege weapons in the Battle of Alderheart. Many songs have been written about the Patchwork—the gate that wouldn't fall—and it has become a symbol of resilience for Alderites. The Patchwork Gate is located on the Evertree's southeast side, and though it used to handle foot traffic, it now deals largely with carts carrying freight and goods. Normally, this is the gate of choice for farmers and traders laden with goods from the perch of Brackenmill and those carrying potions and books from the Avium.

Wealdway Gate. The Wealdway Gate was originally shaped out of the Evertree in Song 486, after the events of the Great Calamity. It serves as Alderheart's door to the Scorched Grove. Located on the Evertree's west side, it was meant as an entry point for villagers fleeing the destruction of their homes in the Calamity's wake. The gate is staffed by a small team of laborers, with lifts designed for smaller hand-pulled carts and wagons rather than the larger ones used by merchant caravans. The gate can handle both freight and foot traffic, but it mainly sees use by folks who travel light. Anyone laden with too much cargo is directed south toward the Bastion Gate. These days,

the Wealdway Gate is mainly used by Tenders journeying to and from the Scorched Grove and its surrounding areas and anyone who wants to avoid heavy traffic.

Welcomeway Gate. On the east side of the tree is the Welcomeway Gate, the second gate after the Wealdway to be completely shaped out of the Evertree. Its name comes from the fact that it was made to welcome folks coming on foot to the city from the eastern roadways, and its creation marked the transition of the Patchwork into a freight entrance. Seen as the most modern gate, the Welcomeway has received a lot of care and maintenance over the years. Its pleasing appearance and ease of use have earned it the nickname “The Friendly Gate.” Though it mainly handles foot traffic, the Welcomeway Gate boasts innovative hand crank-operated lifts. Though only suitable for smaller cargo, travelers can operate these lifts themselves, a great convenience for those in a hurry. In addition, the Welcomeway sports a few reinforced pulley lifts, crewed by teams in the Canopy to handle heavy loads. Operators at the Patchwork Gate direct freight towards these lifts when their gate is too busy, which helps reduce traffic and ensure easy access to the city’s upper level.

Bramble Gate. The last gate to be created, the Bramble Gate, is the smallest city gate. It was shaped just 70 years ago on the northwest side of the tree. You could be forgiven for thinking the Bramble is older than the Welcomeway, as this unassuming gate hasn’t seen an update since its creation. The gate takes its name from its position directly above the ruins of the old village of Bramblewell. The gate was designed as an access point for those living in smaller villages in the more remote parts of the Wood to the north of Alderheart. It is mainly equipped to handle foot traffic, with small freight lifts suitable only for large hand carts. It gets the least traffic out of all the city gates but is still a welcome sight for those coming in from the wild Wood.

GETTING AROUND

Most of the travel around Alderheart uses pathways shaped from the Evertree, either on top of branches or through the wood of the tree. These are known as “branchroads.” Alderites use the word branchroad to refer to many pathways in the city, even those not shaped out of branches. Smaller paths are sometimes called branchways. Meanwhile, the roads and tunnels in the Roots are called rootroads or rootways instead.

Moving Across the City. The major branchroads are easily wide enough for beasts of burden to pull carts of goods in either direction. These can include giant lizards, trained dire wolves, or large beetles. While most branchroads allow for foot traffic as well as carts and wagons, some are used exclusively for one or the other. Branchroads along the fringes of the Canopy level, where the branchroads can’t bear too much weight, are restricted to foot traffic. All branchroads in the city eventually connect to a wide branchroad known

as the Mainstay, which winds from the Canopy into the lower Trunk. This branchroad is always alive with folks moving around the city. When you’re on the Mainstay, it’s best to keep moving with the flow. If you get lost, just step off onto a smaller branchroad and regain your bearings there.

Moving Up and Down. Stairways, pulley lifts, and ladders help folks move up and down within the city. Freight and personnel lifts connect the middle to upper levels of the Trunk with the Canopy. Most lifts are large, centrally located, and open to the public for free. A few wealthy private citizens have their own exclusive lifts, which can sometimes be used for a fee, but these are rare.

Transportation. For personal travel in the Canopy and Trunk, you may wish to hire one of the many rickshaws, gigs, or well-groomed insect mounts that carry passengers throughout the city. If you’re looking to make an impression in the Canopy, nothing says style to Alderites like paying to arrive in an elegant carriage.



GLIDING AND FLIGHT

Since a lot of travel in Alderheart involves moving up or down, you might think that birdfolk would be using their feathered arms to glide everywhere. However, gliding around Alderheart can be dangerous. Besides the risk of two unsuspecting gliders crashing into each other, airspace in some parts of the city is reserved by the Perch Guard for emergencies. Such areas are clearly marked with signs.

This isn't to say that gliding is entirely prohibited! It's simply a matter of location. There are numerous designated gliding platforms in the city's Canopy level, and wherever you see the correct signage, you're free to move as you please.

In truth, even in sanctioned zones, gliding is considered uncouth in Alderheart. If you see another way to move up or down in Alderheart, be it a stairway, a sloping branchroad, or a pulley-powered lift, it's considered inconsiderate to glide instead of using it. This local etiquette developed in response to accidents involving humblefolk caused by gliding birdfolk in Alderheart's early history.

Being able to truly fly is a rare and magical gift, but flying in the city is strictly regulated for safety reasons. Some guards are equipped with *potions of flying* to use in emergencies. But for most folks, flying is prohibited without a special license. If you are blessed with the ability to fly, you'll need to apply to either the Captain of the Guard or a city Magistrate if you want to fly around Alderheart.

THE CANOPY

The Canopy of the Great Tree City is perhaps the most visually stunning of Alderheart's three levels. Located at the very top of the city, both in its position and prominence, the Canopy is the place most folks think of when they picture Alderheart.

When walking along the wide, sculpted branchroads in this part of the city, it's easy to forget how high up you are until you arrive at one of the Canopy's famed vistas. Much of the top of the Evertree is so wide that there's little risk of falling, though in areas close to the Canopy's edge, stabilizing platforms and walkways ensure that folks are safe, even when the wind whips through the branches. The Canopy was the first area of the Evertree to be inhabited by the folk of the Wood and is also known as "the old city." One of the founders, Hevod Sunspring, envisioned living spaces inspired by the Evertree's message of kindness. Even today, you will spot some of the oldest buildings in Alderheart in the Canopy, some dating all the way back to before the city's founding.

As you stroll the Canopy's wide boulevards, keep an eye out for the wondrous system of rain catchers. These fascinating contraptions make life possible up here in the Canopy. Rainwater that falls on the tree's upper branches is collected, stored, and then funneled to pumping stations throughout the Canopy. In the winter, specialized heating elements melt the snow. These remarkable "skywells" allow residents of the top of the tree to access freshwater without drawing it up from the ground level.

OBSERVATORIES

Intrepid visitors who climb all the way up to the very top of the Canopy are rewarded with extraordinary views. Three great observatories lie nestled in the branches above the Canopy level, making the most of this unobstructed view of the sky above. Their construction began shortly after the Battle of Alderheart and was completed in Song 427. To this day, they remain the highest-placed structures in the city.

These unique buildings were designed by two of the city founders, the archwizard Edwin Ebonhart and his partner in both work and love, the genius inventor Geswick Switch. The observatories' construction is remarkably solid; each one was reinforced with a combination of tree-shaping magic and stabilization platforms, which has kept the delicate instruments rooted in place through the centuries, despite the Evertree growing and shifting. The construction was so solid that the northernmost observatory survived being struck by a bolt of lightning back in Song 536, which was so fierce it nearly sheared off the main branch holding it in place. You can see traces of the reinforced supports to this day, though the damage has largely been repaired.

The three observatories form a rough triangle around the overstory and have three main uses—they allow skywatchers to read the clouds to predict weather patterns, they provide astronomers with tools needed to identify and predict events of cosmic importance, and their massive telescopes can be turned to the surrounding forest so that the Perch Guard can identify distant threats. Lookouts stationed at each observatory have *spell scrolls* of *sending* so they can quickly report dangers to their commanding officer.



Kiana Hamm



THE BOUGHS

Visitors looking for the most scenic views in Alderheart and some of its most magnificent buildings should head to the Boughs district. Originally designed by one of the founders of Alderheart, Hevod Sunspring, the Boughs has been expanded into a large residential area. Though many of the initial structures have since been renovated, some stand to this day. From its creator's vision of a simple yet refined place for the first Alderites to live, the Boughs has since grown into a collection of opulent homes and gardens erected around some of the most beautiful parks in the city. In recent years, shaping magic has been used to create patches of branches and foliage reminiscent of bushes, hedgerows, and even small "trees."

MAINSTAY MANORS

The main Canopy branchroad, Mainstay, winds through the Boughs district, lined with the city's largest and most architecturally diverse homes. Shaping in this residential area is minimal, as many of the homes were built before the Battle of Alderheart, though they have been greatly extended since then. In the rare instances where shaping is used, it's mostly for support structures. While some residents claim that less shaping is "better for the Evertree," others say this is nothing more than an excuse to build ever more extravagant homes and one-up their neighbors.

The most influential nobles in Alderheart have estates here, including the Ebonharts, the Windswefts, the Jonquils, and the Saltars.

BOUGHS GARDENS

The Boughs' fabulous gardens were first imagined by Hevod Sunspring to be enjoyed by all. However, their upkeep is now funded almost entirely by private donations from the wealthy folks living in the Boughs. As such, these beautiful spaces are

frequently gated off by nobles for exclusive parties. You may get some unwelcome stares from locals if you visit the gardens, especially if you're still looking travel-weary. Don't pay them any mind. After all, it was the will of Hevod himself that everyone should be able to enjoy the gardens' splendors!

There are three public gardens in the Boughs—the Panfloria, the Alderwood Gardens, and the Gracelia.

The Panfloria is the largest of Alderheart's public gardens. Here you'll find vines and flowers from across the Wood. If you are interested in ancient history, visiting the Panfloria is a must, as it contains a display of flowers and plants transplanted from the five original birdfolk clans' perches.

The Alderwood Gardens is the smallest of the three parks and grows flora native to the Evertree. This garden is the best expression of Hevod's love for nature. You'll often see tours of young folk here, learning about Alderheart's ecosystem, and the guides are happy to let anyone listen in.

The Gracelia showcases the beauty of tree shaping. Said to be the most stately of the three gardens, the Gracelia is a common site for galas and parties. Spend some time here exploring the magnificent hedge maze. You can find a statue of Hevod at its center, shaped from Alderheart itself. Carpets of moss grow here, and footpaths have been molded between the paths to create stunning plazas, quiet trails, and sky-front promenades.

The Boughs Gardens' many meandering pathways and wide vistas are sure to delight visitors, especially in the summertime when the flowers are at their most fragrant. As you explore the gardens, take a moment to consider the generous forethought of Hevod's designs. Despite small updates, each garden retains the layout devised by Hevod, and they have only grown more beautiful over the centuries.

CANOPY MARKET

In the center of Alderheart, you'll find the Canopy Market, a must-see for all visitors. The Market's most notable feature is its grand, open courtyard, filled with stalls, tents, and tables run by traders of all sorts. The marketplace also hosts rows of established shops, some dating back to the city's founding. Whether you're looking for equipment and adventuring gear or fashions and fine foods, you'll find an astonishing selection in the Canopy Market. The shops here generally cater to those with heavy purses, stocking expensive wares imported from across Everden. Aside from the hustle and bustle of the Market, this area also contains a few homes and public parks.

Bargain Hunting. If you are looking for bargains, do as experienced patrons do and look for deals along the Market's fringes and in the side alleys. However, this isn't without risk, and many a bargain hunter has found themselves taken in by a huckster. Should you uncover anything unsavory, be sure to report it quickly. The Market is carefully watched by the Perch Guard, and while you won't have trouble locating a guard, you might return to find that the crook has already packed up and left!

Statue of Gaspard. Just off the Mainstay branchroad that leads towards the Boughs district, you'll find a park that contains one of the city's most picturesque landmarks, the statue called "True Courage." It depicts Gaspard, the Amaranthine of valor, before his ascendance, overcoming a trial given by the monstrous Amaranthine Kren. This is an old humblefolk tale told to ward off fear. It might not be as imposing as some of the other statues in the city. Still, there's a small stone bench opposite the statue that provides an enchanting view of Gaspard silhouetted in front of summer sunsets that cannot be recommended highly enough.



THE COUNCIL PLAZA: HEART OF THE CITY

Located in the branches above the Canopy Market, the Council Plaza is home to many of Alderheart's most famous landmarks.

Statue of Ava Windsweft. The circular plaza is arranged around a white and gold statue called "The First Speaker," depicting the founder Ava Windsweft holding the writ that formed the Birdfolk Council. This statue is a symbol of Alderheart and features in many souvenirs sold to visitors.

The Council Chambers. A grand, domed building unlike anything else in the city, the Birdfolk Council Chambers rises in gleaming splendor at the plaza's north end. Flanked on either side by standards bearing the crests of the perches represented on the Council, this building is where the Birdfolk Council meets. If you're looking for an audience with the Council, be prepared to wait in long lines unless you have an invitation. If you're interested in watching the Council in action, a public gallery allows citizens and visitors to watch some of the proceedings, though not all Council meetings are open to the public. Guided tours of the Chambers are also offered when the Council is not in session and are well worth the time if you have an interest in either architecture or governance.

Perch Guard Headquarters. The Perch Guard headquarters is located on the south side of the plaza. The Headquarters house the bureaucracy of the Perch Guard, including the office of Captain Iris Freel. It also features large barracks for soldiers stationed for Alderheart's defense and a training ground for recruits. Guards who work as part of the City Watch don't live in the barracks but live as part of the community when not on duty.

Alderheart Gaol. Next to the Perch Guard Headquarters, you'll find a rough-hewn-stone building, Alderheart's prison. Originally built to house captured brigands during the time of the First Bandit Coalition, today the prison holds the worst criminals of the Wood. A portion of the prison has been converted into a gaol where those accused of crimes are held while they await trial.

Courthouse. Nearby, the imposing Alderheart Courthouse occupies the west of the plaza. It is a grand building of wood and marble. Disputes between citizens are settled here daily by Alderheart's judges. The office of the Magistrate is also located in the Courthouse.

First Bank of Alderheart. Within sight of the Perch Guard Headquarters is the First Bank of Alderheart, where all of Humblewood's coins are minted with the aid of the Smiths' Guild. Many businesses keep their money safe in the bank's impressive vault. For travelers, the bank contains a moneychanger's office, which can exchange most currency for Alderheart's coinage of copper acorns (cp), silver acorns (sp), and gold acorns (gp).



GUILD QUARTER

Following the Mainstay branchroad down from the Canopy Market leads you to Alderheart's Guild Quarter, which lies near the center of the Canopy level. When this part of the city was shaped, several city guilds relocated their headquarters here, creating a central location for mercantile dealings. The headquarters of the Cartwrights' Guild, the Fortune Seekers, the Gourmands' Guild, the Merchants' Guild, and the Couriers' Guild are all located within view of one another.

TEMPLE QUARTER

Near the Canopy Market lies the Temple Quarter, the oldest district in Alderheart. The Temple Quarter was established around the Holybranch temple, the temple erected by the Evertree's first inhabitants, which has grown into a grand complex that honors the Amaranthines. Acolytes travel from across the Wood to learn from the priests who teach there, and locals visit it regularly for religious guidance.

While other early temples have long since been converted into houses, the Holybranch temple was re-shaped and expanded. The original temple only venerated the bird-folk Amaranthines, but it has long since been expanded to celebrate the humblefolk Amaranthines as well. Its massive structure took nearly half a century to complete. Holybranch stands as a monument to the piety of Alderites, ancient and modern.

THE BRANCHES

Proof that not every Canopy-dweller lives in the lap of luxury, the Branches neighborhood was built up around the affluent Canopy center by folk who sought opportunity in Alderheart following the Great Calamity. The neighborhood is large and fragmented into smaller communities with distinct characters. Each one is established in parts of the tree that were once deemed too dangerous to build on. However, through clever engineering, the smaller branches have been made habitable.

The buildings in the Branches are well constructed, if quaint when compared to the extravagant manor homes and shops found in the central Canopy. Houses are made from light materials such as reeds and plaster or built from woven twigs in the shape of an orb, following the ancient techniques of nest building. Tree shaping is rare here since even the Alderheart's mighty branches aren't thick enough at the edges of its reach to allow the shaping of large structures.

The branchroads here were shaped together from many of Alderheart's thinner branches, and eventually, even these give way narrow paths called branchways. When visiting the Branches, you might have to clamber a little to get around. Supporting structures, such as rope bridges, ladders, and wooden platforms, are common, making some places inaccessible for carts. Don't fret about safety, though. Folks aren't in any danger of falling off in most parts of the Branches, and dangerous areas are marked with warning signs.

Eldrow Street. To reach the Branches District you will have to come along Eldrow Street; a major branchroad that encircles the Evertree. Each spur of the Branches District connects to Eldrow Street and, from there, the rest of

Alderheart. You can access Eldrow Street from the Mainstay branchroad and its nearby streets through smaller branchways and wooden bridges that lead to and from the Canopy's interior. Eldrow Street is worth a visit if you are up in the Canopy. It is a lively place with many fine shops and homes nestled a comfortable distance from the extreme edges of the Evertree.

The Fall. Many Alderites believe that only birdfolk can live in the Branches due to the risk of falling, but a fair number of humblefolk also make their homes in this district. The one notable exception is the area called the Fall. This almost exclusively birdfolk community rests at the very edge of the Branches neighborhood. Homes and workshops hang on the sparse twigs of the Evertree. If you are not comfortable with heights, I cannot recommend visiting The Fall as it doesn't have room for many safety measures. Any misstep would lead to a long plunge down to the ground. "Go take a long walk in the Fall" is an expression you may hear grumpy Alderites use when they are especially irritated. Despite (or perhaps because of) its perilous reputation, the residents of the Fall are exceptionally proud of their home.

THE TRUNK

The Trunk of Alderheart is the largest of the three levels and home to most of the city's residences. It is a cozy and welcoming place, and while it may not have the extravagance of the Canopy, it's not without its own marvels. Despite being mostly located inside the Evertree, the Trunk level is surprisingly well-lit. Sunlight pours in through natural knotholes and shaped windows. In places where natural light doesn't reach, strings of lanterns lit by motes of magic or domesticated brightbeetles illuminate the branchroads. Homes in the Trunk show the most use of tree-shaping anywhere in Alderheart, partly because the sturdy wood of the Evertree is so suitable for it here.

The Trunk does not rely on skywells as the Canopy does. Instead, waterways shaped into the Trunk use the Evertree's natural channels to draw water up from the ground and funnel wastewater back into the earth. Clean water from this system can be accessed from wells using hand pumps located throughout the Trunk. More and more homes are installing private access to this water system recently.

ENTRY JUNCTION

Added less than a century ago, this large hollow was shaped in the Evertree's base to provide another entry point for those wishing to enter the city at ground level rather than using Canopy Gates. This huge shaping project took many seasons and was finally opened to coincide with celebrations of the city's founding.

The Entry Junction is a large hall with vaulted ceilings and buildings shaped around it. From the Entry Junction, five stairways spiral up through the Evertree's bark, each leading to one of the five gates in the Canopy. For those not headed to the Canopy, the Entry Junction also serves as an entrance onto the Mainstay branchroad, giving direct access to the Trunk. The Entry Junction features a Perch Guard checkpoint overseeing arrivals from the forest floor level.



Everything about the Entry Junction is designed to awe newcomers, and it doesn't disappoint! This is an area of the city that I go out of my way to visit on every trip, even when it is not convenient for me to do so. The Entry Junction floor is tiled with marble from the Crest Mountains, which lie to the northeast of the Wood.

Dreamers in a Grove. In the center of the hall, a large statue depicts a luma and a hedge resting against a tree stump, holding hands in a peaceful slumber, surrounded by flowers. This statue is known as "Dreamers in a Grove," and I'm told it's based on an old folktale about the Amaranthine Henwin granting traveling companions sleep in a peaceful vale. Brightbeetles float around the top of the hall, feeding on a fungus grown on the ceiling to attract them. They provide light during the evening, like a sky full of living stars.

Museum of Alderheart. Beyond its spectacle and usefulness to folks traveling on foot, the Entry Junction features one of Alderheart's main attractions, the Museum of Alderheart. This gorgeous two-story building is filled with fascinating treasures from the past of both Alderheart and Bramblewell. Entry for visitors is one aller (gp) for the day, but the museum is free for residents of Alderheart. If you're interested in history, you owe it to yourself to visit. Guided tours are included with your entry fee, and I particularly recommend those given by Alec Lessian. They are an energetic cervan scholar and volunteer guide I met the last time I visited.

The Ruins of Bramblewell. The ruins of the old town of Bramblewell can still be found on the Evertree's northwest side, not far from the Entry Junction. All that remains in the shadows of Alderheart's massive roots are a few crumbling stone walls, marking where buildings once stood. Bandits and treasure hunters took any valuable artifacts left behind when the town fell into disuse long ago. Nevertheless, some scholars still comb through the site to better understand the past. If you're looking to explore the ruins, do so during the day, as criminals often use the site for clandestine dealings under cover of darkness.

TRUNK MARKET

The Trunk Market is usually a newcomer's introduction to the Trunk as a whole. If you travel down the Mainstay branchroad from the Guild Quarter in the Canopy level, you'll find yourself in a great plaza of shops and stalls arranged around a large, shaped pillar that supports this wide-open space within the Trunk. The Trunk Market is every bit as vertical as the Canopy's, as ramps from the shop-filled ground floor lead up into grand mezzanines, where closely-packed residences overlook the plaza. The dwellings here share the mezzanines with yet more shops and workspaces shaped into the tree, including auction houses, workshops, and vendors of different local crafts. The whole place is lit by magic cold lanterns that change their hue and intensity throughout the day.

The Trunk Market sees traffic on par with the Canopy Market, and most Alderites usually shop at both. Knowing which market to visit to find the best deals on a given item is part of life in the city. Where the Canopy Market specializes in imported goods, adventuring gear, and equipment, the shops in the Trunk cater to niche goods and regional specialties from all across Humblewood. This is also the place to look for strange reagents and other curiosities you're unlikely to find in the Canopy Market.

Bargain Hunting. When not selling my wares in the Trunk Market, I like to browse the other selections on offer. The Trunk always has a few eye-catching trinkets and stellar bargains to be found if you don't mind haggling. The last time I went shopping in the Trunk, I found some basilisk crystals for sale next to a stall that sold every ingredient needed to make steppe rations, my favorite treat from back home in Firnveldt! I also found a jug shaped like a ram's horn, which I just had to buy!

Shapers' Guildhall. Besides being a bustling business hub with some of the most cosmopolitan living spaces in the Trunk, the Market also has its share of impressive sights. The



illustrious hall of the Shapers' Guild can be found on the second mezzanine level. It's instantly recognizable, thanks to the intricate shaping work on the entryway. Inside, you'll find some of the finest and most natural-looking tree shaping in the whole Wood. Beyond the entrance hall are the practice rooms where trainee shapers are taught and evaluated.

"The Merchant" Statue. In the north of the Trunk Market, you'll see the former headquarters of the Merchants' Guild, shaped here before their relocation to the Guild Quarter in the Canopy. Though this hall no longer serves as the headquarters, it has become a local chapter for the guild, and it oversees the management of the Trunk Market. Inside its spacious entryway, you'll find a statue that most call "The Merchant." The statue depicts a vulpin using a scale to appraise the various currencies used in the Wood in the past. However, few Alderites know that it is actually a statue of Lady Verl Sangrenard, one of the founders of Alderheart. Lady Sangrenard's contribution to Alderheart is both hard to see and all around you. As one of the wealthiest traders of her time, she used her connections to secure materials needed for the construction of Alderheart. Unlike the other founders, there is no single element of Alderheart that one can call her legacy, but she had a paw in everything. Perhaps because of this, Lady Verl is largely forgotten today, though her family remains prominent within the city. Her statue is a popular meeting spot, so if someone suggests meeting at The Merchant, this is the place they mean.

Market Manors. Just a short distance from the Market, you can find marvelous three-story manors that have been shaped from the Evertree. Here are the homes belonging to such well-known families as the Forecombs and the Sangrenards, descendants of Lady Verl.

Headquarters of the Tenders. Heading inwards, tunnels from the Market lead to a large fungus grove in front of a root-like building shaped into the tunnel walls. This is the headquarters of the Tenders. You can usually find acolytes tending to the fungus grove. Though it might seem odd to let fungi grow on the Great Tree, Tenders have concluded that these naturally occurring fungi provide Alderheart with important nutrients and help to ward off harmful fungi. The building behind the grove is a lodging home for acolytes and traveling Tenders. It also contains an archive, one of several the Tenders have spread throughout the Wood. The Tenders welcome visitors with or without appointments.

THE WARRENS

Follow the Mainstay branchroad down from the Trunk Markets, and you'll find the Warrens, the largest residential district in the Trunk. This is what most Alderites

think of when they picture Trunk-level living. As the name implies, this district is full of smaller tunnels that branch off from the Mainstay branchroad. Some of these tunnels taper off into dead-ends, while others connect with each other or loop around to the Mainstay again. Most of the residences in the Trunk are located in the Warrens, and they range from modest to humble. As it is the most central part of the tree, much of the light is provided by cold lanterns, though some branchroads in this district are close enough to the tree's bark to allow for windows and knotholes.

The Wend. The Wend is a prominent branchroad in the Warrens that cuts through the Mainstay branchroad in the Warrens district. The Wend branchroad weaves its way back and forth through the Mainstay branchroad as the route descends, cutting through other streets in the process, and branching into pathways that lead to other streets, common homes, and sometimes dead ends. To folks who don't live here, the Wend branchroad can be a maze, so be sure to carry a map and pay close attention to signposts you come across. You can always spend a few hours just letting yourself get lost walking the streets if you like. After all, there's no better way to discover a city!

Mainstay Residences. The Mainstay branchroad bores through the Warrens in a wide corkscrew pattern, with many homes located along it. Residences here are among the finest in this district, so folks here are willing to put up with the traffic that comes from living along such a busy route.



BRIGHT HOLLOW

One of the most beautiful districts in the whole city, the Bright Hollows, begins at a branchroad known as the Golden Stair that splits off from the Mainstay branchroad, just a short walk down from the Warrens. The Bright Hollows district is largely residential. Many homes are built within a large open hollow on the side of the Evertree. Other Bright Hollows homes were built on the outside of the Trunk and are connected to the rest of the district along the Golden Stair branchroad by specially fenced-in branchroads that wind along the outside of the Evertree.

The Golden Stair. This branchroad winds around the Evertree, close to the bark, before returning to link back up with the Mainstay. This part of the Evertree fought off a

malignant infection at some point long before any folk made Alderheart their home. As a result, the wood is furrowed with knot holes and gaps, allowing sunlight to shine through unimpeded, giving the Golden Stair branchroad its name.

Shining Pool Plaza. Traveling down the Golden Stair will bring you to a great hollow that provides a breathtaking view of the forest. Here, buildings surround a beautiful fountain in the center of the Shining Pool Plaza.

This magnificent fountain cascades into a large, clear pool that contributes to the plaza's feeling of serenity. The cogwork pump is switched off in the colder seasons, and the pool is allowed to freeze over, transforming it into a skating rink.





Exterior Estates. The many residences attached to the Evertree's exterior are the Bright Hollows' most notable homes. You can see them as you approach the Evertree. These estates are well-built and luxurious but have a charming coziness, unlike the airy buildings of the Canopy. They remind me of the cliffside homes in the mountain villages of my homeland. This part of the tree still bears scars of an infection that Alderheart fought off long before it was settled. Therefore, the wood here is too thin to shape into homes. Instead, residences here are made of stone or woven branches sealed with clay. These structures are built onto platforms carefully shaped out of the bark. Many of these plots were shaped to include deep spaces for gardens and flower patches. Though the homes here are still high up on the tree, the neighborhood was designed with humblefolk in mind, and gliding is largely forbidden in the area.

MAKER'S WAY

At the lowest level of the Trunk, close to the base of the tree, the homes are a little smaller and a little more ramshackle. This district, known as the Maker's Way, is where many of Alderheart's craftspeople work. Most places here are designed for utility rather than comfort. Although some grander buildings were commissioned during Alderheart's long years of peace, the recent rise in banditry has made folk reluctant to invest in an area that is so much more open to attack than the reaches above.

The Inventors' and Smiths' Guildhalls. A wide atrium runs through the center of the district, dominated by two sprawling Guildhalls, one on either side. These are the halls of the Inventors' Guild and the Smiths' Guild, and both are hives of activity day and night. An ingenious assortment of chimney pipes branches upwards in a tangle from the atrium's guildhalls and small stalls. These chimney pipes harmlessly snake through the living wood of the tree, directing potentially harmful vapors from manufacturing up and out of the Trunk. This system was conceived by the Inventors' Guild and has made it possible to manufacture safely within Alderheart without harming citizens or the Evertree. The pipes are warm to the touch. In the winter, you'll often see folk warming their mittens on them before heading out to work or school.

THE ROOTS

The newest part of the city, the Roots, was legitimized by the Birdfolk Council in Song 703. Before this, many folks still lived in the Roots, but they were not considered citizens of Alderheart. The Roots may appear dreary compared to the airy opulence of the Canopy, but this area has a beauty of its own if only you care to see it.

Despite being incorporated into Alderheart officially, the folk here still struggle with economic difficulties compared with the rest of the city. Efforts by its residents to improve conditions have been met with barriers, both political and financial. Meanwhile, several development projects spearheaded by the Birdfolk Council have been ineffective or even disastrous as they lacked consultation with those who live in the Roots.

Before being officially incorporated into Alderheart, the Roots did not have access to city amenities of any sort. Two decades ago, most areas of the Roots were integrated into the water system that also supplies the Trunk. Now, hand-pumped wells can be found throughout the level, though it is rare for homes to have private access to water.

The air in the Roots is filled with enough moisture that torches and candles can be safely used for light and warmth without risk to the Evertree. Recent city investments have also brought magical cold lanterns to light the dark passageways.



Grotkenners. All manner of folk had been living in the Roots for centuries before the district was officially recognized by the city. The Roots' story hasn't been given nearly as much attention by scholars as the rest of Alderheart, so much of what we do know about the Roots' history comes from locals called "grotkenners." These storytellers carry the oral traditions of Root-dwellers going back generations. Though many of these tales have become more like legends with retelling over time, they also contain kernels of the Roots' history, dating back to its foundation. If you are interested in learning more about the Roots or just want to hear a thrilling tale, seek out a grotkenner. You'll often find them in taverns, telling stories in between performances by bards. Other grotkenners set themselves up in public spaces. You'll usually be able to recognize a grotkenner by the enthralled gaggle of children gathered around them.

I have had the pleasure of meeting several grotkenners while I researched this guide. In particular, I would like to thank grotkenner Hoss Motch for introducing me to their fellows and sharing their stories. Hoss was very generous with their time, showing me around the Roots. Should you run into Hoss, a burly hedge who I've never seen without their moss-green cap, please give them my greetings.

THE UNDERFALL

The Underfall is the largest district in the Roots. Thanks to its central location, it serves as a hub from which the other districts fan out, like spokes on a wheel. Major roads, like the Mainstay, end here, giving way to tunnels called rootways. These are generally narrower than the tunnels in the Trunk level. Some of these rootways are shaped into the Evertree's roots, while others are dug through the soil. The smallest rootways provide useful shortcuts across the district for those who know their way around.

Scattered Services. The Underfall lacks the specialized districts of the Trunk and Canopy above. Instead, businesses and homes lie side by side throughout its tunnels. Alongside more established shops, merchants set up stalls and carts each day. Tailors, apothecaries, and vendors of different handicrafts can be found alongside inns and eateries. Some of the best things I've eaten in Alderheart were purchased from Underfall food carts. Unfortunately, their locations are rarely fixed, so I cannot give you any specific recommendation other than to be adventurous!

Underfall Perch Guard Station. Near the center of the Underfall, there is a Perch Guard station. While the building is an imposing statement, you're far less likely to see Perch Guard officers patrolling the rootways than you would higher up the tree.

PESTLEHAVEN

Fifty songs ago, the agricultural district of Pestlehaven was established off a large rootway to the east of the Underfall. This was a municipal project intended to provide Root-dwellers with work through community fungus farms and increase threadgrass production. Threadgrass grows symbiotically with the Evertree as beds of white, thread-like fungi. Though it resembles grass, threadgrass is actually the visible part of a huge fungus that extends far outside the tree. Colonies of this fungus help aerate the earth surrounding the Evertree's roots, allowing the mighty tree to take in more nourishment from the soil. In Song 723, Avium alchemists discovered that threadgrass could be used as a potent reagent in healing tinctures, alleviating everything from stomach pain to headaches. The tough threadgrass must be pounded in a pestle and mortar before it can be used in this way, giving Pestlehaven its name.

Boom and Bust. Though the Pestlehaven project was initially a success, the resulting drop in the price of threadgrass caused the farmers to see little return on their labor. After a few bad years, many farmers had to stop operations. Many plots were abandoned. Now, having been left unattended for decades, these abandoned farms are overgrown fungal jungles. They are home to dangerous creatures and hazardous invasive fungi, which pose a risk to anyone traveling here.

Rotten Reputation. A few honest fungus farmers remain in Pestlehaven, living in scattered homes throughout the cavernous fungus fields. However, the threadgrass industry has never truly recovered from its crash. Some farmers have been leaned on by the Thieves' Guilds to grow illicit fungi that can be made into poisons or other dangerous concoctions. The district has since gained a reputation for being the hub for organized crime in the city, and you may hear ignorant and boorish folk calling it Pesthaven.

ROOTBRAID

A short walk down a tunnel from the Underfall brings one to the cheerful little neighborhood of Rootbraid. The district of Rootbraid is a tight-knit community that dates back to the first settlement in the Roots.

Rootbraid Hall. Alongside the residential homes and a few small shops, the heart of Rootbraid is a hall made from the lacquered carapaces of giant insects. This building is large and has an iron bell atop a tower at its center. Here, residents meet regularly to discuss issues with their official representatives. Folks also use the hall to hold community events, like dances, holiday celebrations, activities, and games. Tenders also teach the children about nature and the benefits of Alderite fungi in the hall. Grotkenners from across the Roots also gather here, sharing tales with each other and anyone else who cares to listen.

Pushing for Change. Rootbraid folks have a reputation for being very politically active and outspoken. The movement to get the Roots recognized as an official part of Alderheart began in Rootbraid. Rootbraid has continued agitating for better conditions for all Root-dwellers ever since. Those who live here are known for their generosity. The community does whatever it can to support folks who are facing difficulties. This extends to those on the run from the law. It's an open secret that anyone looking to leave a life of crime behind can find a chance at a new life in Rootbraid.

Relationship with the Thieves' Guilds. The Thieves' Guilds have a complex relationship with Rootbraid. While they don't appreciate the Rootbraid helping their members leave the guilds, the generosity of Rootbraid extends to those who aren't quite ready to give up their criminal ways too. This has led Rootbraid to be a particularly safe area as the Thieves' Guilds have let it be known that they will enact justice on anyone who causes trouble here—and they will be far less gentle than the Perch Guard. Meanwhile, to the Perch Guard, the fact that the community is known to harbor fugitives means that it is complicit in criminal activity, leading to tensions.

CUTTER'S COIL

The deepest official district in the city is Cutter's Coil. The neighborhood is a winding tunnel that spirals down into the lowest parts of the Roots level. Folks here live in homes made from packed, dried earth. Besides cave guiding, jobs here are hard to come by, and most residents commute higher up the tree each day to work.

The district gets its name from an intrepid corvum hunter named Cutter Quickwit, who first explored the area. She is something of a folk hero. Tales of her adventures in the deep caves are recounted by grotkenners all over the Roots, and children often play Cutter Catcher, which is a chasing game played in total darkness. Beyond Cutter's Coil, unexplored tunnels branch out into innumerable pathways.

WILDER PLACES

Not every place in the Roots level is inhabited by folk. In the deep darkness below Cutter's Coil, fungus fields create pockets of wilderness within the unending tunnels. These spaces are home to giant insect nymphs and other burrowing creatures. Though many of these tunnels have yet to be explored, the tales told by those who ventured downward tell of strange creatures yet unknown to the surface world.

While it's possible there are rare magical reagents and useful medicines within the wild tunnels, rumors of monsters have kept the lowest reaches from being fully explored. There are no maps, and what's worse, minerals in the soil make most compasses useless. Nobody is sure how deep these tunnels actually go, but should you wish to delve into these depths, dear traveler, be sure you pack a good amount of supplies for your journey and hire a guide, if possible. I hear that more than a few would-be adventurers have gone into the tunnels, never to be seen again.



Life in Alderheart



Alderheart stands out among the treetop settlements called “perches,” which are common in the Wood. As Humblewood’s capital, Alderheart is the seat of power and sophistication. More than just a collection of districts, Alderheart is a vibrant cultural and commercial center. Even visitors familiar with perch life will find that Alderheart has its own way of doing things, so don’t be alarmed if you feel a little lost at first.

BIRTH & CHILDCARE

On account of the many birdfolk that call Alderheart home, hatcheries are common throughout Alderheart. These communal nest nurseries, funded by the city, watch over the eggs of expectant birdfolk parents.

The caretakers of these hatcheries, known as “sitters,” provide nests of swaddling to keep eggs at the right temperature until they hatch, help with labor, and lend guidance to parents-to-be. Even after babies have arrived, parents can regularly bring their infants back to the hatchery to monitor their health or take advantage of the free childcare offered by the city. Though relatively rare, some wealthy birdfolk hire private nestnurses to incubate their eggs in nests at home, and affluent humblefolk sometimes hire wetnurses for a similar purpose.

Although their offspring aren’t hatched from eggs, expectant humblefolk are also supported by the city’s hatcheries. Free classes for pregnant humblefolk provide information and help create friendships between fellow soon-to-be parents. Birdfolk are also welcome to attend the classes and meet other expectant parents. On the delivery day, humblefolk can choose to give birth in the hatchery, where trained staff help ensure the babies arrive as safely as possible.

The largest hatchery in Alderheart is the Community Cradle, just off of the Mainstay branchroad near the Trunk Market. There are also smaller hatcheries in every level of Alderheart.

Both birdfolk and humblefolk work as sitters, training for many years before being accepted by a hatchery. Being a sitter is considered one of the most prestigious jobs in Alderheart, and they are treated with great fondness and respect due to their great intelligence and compassion.

EDUCATION

Folks in Alderheart are passionate about education, and the city boasts several schoolhouses. These publicly-funded centers provide education for children. Many families supplement this with teaching by family members or paid tutors. This “nest tutoring” is particularly widespread among Canopy and Trunk dwellers, covering everything from calligraphy to fencing.

Extra education is less formalized in the Roots. There, grotkenners often lead groups of young folk on learning walks, telling tales of the past and warning of lurking dangers. Children in the Roots sometimes take such advice more as an encouragement to go adventuring than as a warning. The

grotkenners I know don’t seem entirely displeased with this outcome! Thankfully, they also impart knowledge of how to navigate and survive in the depths to the youngsters they guide.

Once young folk graduate from basic education, the city’s guilds provide apprenticeships for those eager to learn a trade, giving young folks a way to learn a profession and serving as a pathway to full guild membership in time. For those looking to teach themselves, the city is also home to several high-quality public libraries with books on every subject and tools to learn countless arts and skills. It’s always a treat to visit and read about places I’ve not yet been to or to become familiar with a new gadget! Alderheart is also home to many private scholars, scribes, and mages who offer their services as researchers or tutors in their specialist subjects.

Folks from far and wide send their children to Alderheart to attend the city’s public schools. Across the Wood, you’ll find officials at every level who completed their studies in Alderheart. Between public schools, apprenticeship and tutors, it’s no surprise that a good portion of folks who journey to the Great Tree City from the smaller woodland villages come in search of knowledge. Students with sufficient determination and aptitude can continue their studies at the Avium, Humblewood’s seat of higher learning.

RELIGION

The Amaranthines maintain the Great Rhythm no matter where you roam. However, in Alderheart, you will find that some Amaranthines are more prominent than others. Even in this cosmopolitan city, it is rare to find someone who knows the name of my own people’s patron Amaranthine, Arghan, and rarer still to find someone worshipping him. You may also find that familiar Amaranthines appear different from how you would usually see them depicted where you come from, as the ways the folk of Humblewood choose to depict them reflect the local environment. Overleaf, I am pleased to include a guide to the Amaranthines most commonly worshiped in Alderheart, their typical depictions, and the dominions each is considered to oversee.

You can find small shrines dedicated to each of these Amaranthines scattered throughout the city. Alderheart also has two major temples worth visiting if you haven’t yet seen them, Holybranch and Tyton’s Cathedral.

Holybranch. The grandest and oldest of all religious sites in Alderheart, Holybranch is located in the Canopy. All Amaranthines are honored here. Whether you wish to worship one of the Alderheart’s local Amaranthines or one from further afield, you will find a warm welcome.

As you walk inside, look up at the twelve stained glass windows of the temple’s main building. Each depicts the holy symbol of a different Amaranthine. Inside the temple, altars to each Amaranthine allow for offerings, and priests perform daily rituals to honor the keepers of the Great Rhythm. At first, I couldn’t wrap my horns around why the temple was so

Amaranthine	Alderite depiction	Dominion
Altus, the Enduring	A horned owl pouring storm-clouds from his chalice	Storms, Winter, Strength, Endurance, Change, and Strigs
Ardea, the Dawnmother	A stork with shining golden feathers, wreathed in flowers	Day, Life, Birth, Renewal, Healing, and Familial Love
Cairith, the Resolute	A stag with antlers covered in moss and flowering vines	Growth, Strength, Resolve, Nature, and Cervans
Clhuran, the Fickle	Two lumas; one a jester, the other an executioner	Luck, Fate, Magic, Divination, Destiny, Trickery, and Lumas
Gaspard, the Champion	A jerbeen wielding a rapier	Courage, Chivalry, Community, Compassion, Honor, and Jerbeens
Gesme, the Brilliant	A raven wreathed in flames	Knowledge, Fire, Innovation, Creativity, Experimentation, and Corvums
Hanera, the Provider	A pheasant with a mix of feathers and foliage	Earth, Soil, Plants, Seeds, the Hearth, Compassion, and Gallus
Hath, the Whisperer	A raccoon with a body made of stars	Fear, Doubt, Secrets, Night, the Unknown, and Mapachs
Reya, the Explorer	A hawk clutching a bow in her talons	Freedom, Exploration, Hunting, Archery, Travel, Journeys, and Raptors
Henwin, the Kind	A hedgehog carrying a yellow rose	Kindness, Nature, Balance, Protection, Pants, and Hedges
Kren, the Sly	A shadowy fox	Guile, Darkness, Predators, Trickery, Hunger, Dangerous Nature, Cunning, and Vulpins
Tyton, the Nightfather	An immense black barn owl	Night, Time, Aging, Memory, and Natural Death

deeply cherished by Alderites, but after attending a ceremony, I can't deny that there is a magnetism about that place. Drawn in by the tales recounted by temple priests, their words guided my mind to the stories told by elders back home, bringing about a sense of calm I don't often feel amidst the bustling boughs of Alderheart.

Tyton's Cathedral. In the Underfall district of the Roots, you will find a large cathedral marked with the symbol of the Nightfather. This sprawling structure houses the city's catacombs. Folks come to pay respects to the dead buried here. Tyton's Cathedral is maintained by priests dedicated to the Amaranthine Tyton, who oversee funeral rites of all kinds. Visitors are welcome, though loud noises or any kind of disrespectful behavior will see you gently but firmly escorted out of this solemn place.

Walking the Cathedral's winding paths is a deeply meditative experience as the quiet stands in contrast to the vibrant city full of life above. I don't visit Tyton's Cathedral every time I come to Alderheart. But when I do, I come away with a firmer sense of my own values and a profound feeling of peace.

DEATH PRACTICES

Star Burial. Though now common practice across Humblewood, the first birdfolk inhabitants believed that burying a body was improper. Instead, they used ancient rites known as "star burial," a practice that endures today.

Performed under an open night sky, the star burial ritual leader uses a spell to gradually dissolve the body of the deceased into dazzling motes of light, which gently drift upwards to the heavens. Each sparkle is said to be an aspect of the deceased's spirit. Attendees offer prayers to the Amaranthine Tyton, asking the Nightfather to keep watch over the deceased as they travel into the lands of death. It is said that those who receive a star burial are reborn as stars in Tyton's night sky.

At first, only birdfolk observed star burials, but since the city's founding, the rite has been adopted by humblefolk as well. The ritual components for star burials are expensive, and not all citizens can afford them, making it rare compared to ground burial.

Ground Burial. The practice of "ground burial" comes from the humblefolk traditions but is now also practiced by many birdfolk, just as some humblefolk opt for star burial. Ground burial funeral services conclude with the body being carried to the lower levels of the Roots, where the deceased is placed among the Evertree's roots at the Cathedral of Tyton. The underground chambers that hold the dead are watched over by priests of Tyton, who maintain the gravesites and guard against vandals. Burying someone among Alderheart's roots is believed to return their spirit to the Great Rhythm.





HIGH SOCIETY

Membership in the highest spheres of Alderheart society is accompanied by power and prestige. Folks who make it into Alderheart's elite are called "nobles," though they would be accurately termed "aristocrats," as Humblewood has no monarchy. Nobles in Alderheart are afforded respect due to positions their families held in times past, as well as their large donations to philanthropic projects.

These families benefit from many advantages, including leverage in business negotiations and cordial relations with authorities. Not all Alderheart's noble houses are equal in standing, and each tends to wield influence in different areas across the Wood. However, make no mistake; almost any noble has enough power to improve your life or make it rather difficult should they choose to use it.

Nobles who can afford it hire personal guards to watch over their estates. These guards are not part of the City Watch and wield limited authority. Don't let this fool you; if a private guard in the Canopy asks you to move along, you'd best do as they say or risk having the Perch Guard called in to escort you from the premises.

PROMINENT LINEAGES

These families represent a few of the most powerful and influential names in Alderheart. You'll see and hear their names across the city as their interests reach far and wide.

THE EBONHARTS

This family of kindled corvums' most famous member was Edwin Ebonheart, one of the city's founders. Though Edwin played a large role in establishing the Inventors' Guild, the family has long since distanced itself from the organization. Instead, the Ebonhearts have gained recognition for their generous donations to the Avium, which they have patronized for many songs. It is expected that almost all young Ebonhearts will attend the magical college, though not all have a talent for the arcane. Those who aren't magically inclined tend to focus on rhetoric instead. Therefore, the Ebonhearts have earned a reputation as skilled advocates. An argument from an Ebonheart can make even the most flawed idea sound reasonable. Their stately home in the Boughs is built from petrified deadwood, just like the college they so avidly support.

THE FORECOMBS

A lineage of bright gallus with a long history of sitting on the Birdfolk Council, the Forecombs rose to power in Alderheart shortly after the city's formation. Originally hailing from the farming perch of Brackenmill, the Forecombs maintain a controlling interest in Brackenmill's tree-farms. Though there's plenty of talk up and down the tree about the Forecombs using their ties to the Council to promote Brackenmill's interests, the Forecombs remain well-liked by most Alderites for their fair-minded approach to politics. Family members hold appointments in various positions across the city, and the retired Council Speaker Aeil Forecomb is remembered fondly for her charismatic leadership.

THE JONQUILS

One of the most recent families to be counted among the city's nobility, the Jonquils are hedges who have risen from modest beginnings to the highest social circles. Two generations ago, they were tailors who ran a small but successful business in Alderheart's Trunk Market, making specialty garments for hedges and jerbeens. Now, they are one of the city's foremost producers of luxury clothing. Their upscale Canopy boutiques are the pinnacle of fashion. The Jonquils are well known for their patronage of the arts, particularly humblefolk artists.

THE SANGRENARDS

Tracing their lineage all the way back to the great merchant Lady Verl Sangrenard, this vulpin family reaps dividends from investments all over the city and beyond. The Sangrenards hold sway in Alderheart's Merchants' Guild, and folks say that a new business venture can fail or flourish based on the family's approval. The Sangrenards' savvy has made them one of the wealthiest families among Alderheart's nobility. Unlike many other noble families, whose fabulous manors are located in the city's Canopy, the Sangrenard's estate can be found just outside the Trunk Market. Their opulent manor house has four levels and is one of the largest homes to have ever been shaped out of the Evertree.

THE WINDSWEFTS

Windswefts are related to the First Council Speaker, Ava Windsweft. While the family doesn't have as much political power as it once did, they have instead made a name for themselves as the trendsetters of the Great Tree City. Known for their lavish galas and parties, the Windswefts are one of the most well-connected families in Alderheart and have the ear of the most powerful and influential folks around. Among their many holdings, the Windswefts own a store known as Zephyr and Co. in the Canopy Market, which has returned to being the place to shop for those who follow fashion in recent years.



GOVERNMENT

THE BIRDFOLK COUNCIL

The Council's role in the Wood has changed as Alderheart's influence spread. While the Council was originally intended to oversee only the city, small villages harassed by the remnants of the First Bandit Coalition and threatened by dangerous beasts called upon the Council for aid. To coordinate the Perch Guard's deployment throughout the Humblewood region, the area the Council was responsible for was expanded. The rise of the Council wiped out what remained of the clans' influences. In time, the Council came to govern the whole of the Wood. With this change and the growing irrelevance of the birdfolk clans, the Council structure shifted to represent major settlements in the Wood rather than each type of birdfolk.

Currently, there are only five seats on the Birdfolk Council representing Brackenmill, The Avium, Saltar's Port, Marshview, and Alderheart, respectively. Perches that reach sufficient size and wealth can apply to have a seat added, but the Council tends to make these changes slowly, if at all.

The Council Speaker is chosen from among the five members. In the past, this has caused tensions, but ever since

Speaker Gunnal Drybeak was voted out of office by his peers for abuse of his position in Song 588, Speakers have been exceptionally careful to give an impression of impartiality. The Council's Speaker wields veto power that they are expected to use rarely and wisely. Speakers serve for as long as they continue to represent their perch, so those nominated are heavily scrutinized and must meet a very high standard.

In addition to being Humblewood's legislative body, the Birdfolk Council also acts as Humblewood's highest court. Anyone in Humblewood can request an audience with the Council to suggest a change to a law, report on problems, or seek resolution of legal disputes. However, the wait to see the Council can be long as Council members are often busy with the day-to-day tasks of governance. Two hours are set aside each day when at least one Council member will be available to see petitioners. Urgent and major disputes are scheduled before the full Council, and outcomes are decided upon based on evidence and witness testimony. In such cases, the Speaker has the final say should the rest of the Council not be able to come to a conclusion.



GOVERNMENT OFFICES

The Council delegates many of its administrative and governing duties. The three major offices that make up the Wood's wider governing structure are Arbiter, Magistrate, and Official.

Arbiters. Arbiters settle legal disputes. They are appointed by the Council based on their understanding of the laws of the Wood and the quality of their character. While they enforce the laws of the Wood as set by the Council and Magistrates, they are expected to remain independent from political concerns. Arbiters are not assigned to a single location. Instead, they move throughout the Wood, visiting perches on an irregular schedule. This is intended to prevent bribery, as those seeking justice won't know who will hear their case until the last moment. When disputes cannot be resolved satisfactorily by an Arbiter, it goes before the Birdfolk Council for judgment.

Magistrates. Each perch has one Magistrate elected into office by the folks who live there. Magistrates answer directly to the Birdfolk Council. They serve as local lawmakers and law enforcement overseers in their perch. Magistrates can only create new laws within their own town or village. Their power is further limited by the Council as the Council must approve each proposed law before it can be enforced.

Magistrates are elected every three songs, and the most successful candidates must campaign tirelessly to maintain their positions. If you pass a Magistrate on the street, be sure to treat them with respect. Their word alone can get you into or out of a lot of trouble!

Officials. Officials are the lowest-ranked officers within the government of the Wood. They are responsible for many of the day-to-day operations that are the unglamorous but essential background of life in Humblewood. Small perches typically have one or two Officials, while a city like Alderheart has hundreds. Their duties range from tax collection to approving new shaping requests. Within larger perches, Officials also have a secondary role, representing smaller districts within the settlement. The Officials of a settlement advise its Magistrate. Officials can also petition Magistrates to amend city codes or laws based on input from folks in their districts.

THE HUMBLE CODE

Among the first rules drawn up by the first Birdfolk Council was a new set of laws by which first Alderheart and later the whole Wood would be governed: the Humble Code. Founded on existing perch law, this code lays out provisions for administering the law, holding fair trials, and enacting new laws. It also lists crimes and their punishments, ranging from community service to imprisonment.

Despite widespread use, there are some villages where the Birdfolk Council's laws aren't adhered to as closely. In these places, traditional laws still hold sway. While this isn't expressly sanctioned by the Birdfolk Council, these communities are allowed to continue so long as they don't directly contravene the Humble Code. Some folks improperly call these parts of the Wood "lawless," but that's a far cry from the truth. Mostly, these

areas are quiet and peaceful, choosing to decide matters with community meetings or by deferring to an elder rather than relying on the system of Arbiters, Magistrates, and Officials. The Perch Guard still patrols these areas, though such postings are considered a punishment among guards.

THE CITY CHARTER

Second in importance to the Humble Code is the Alderheart City Charter, which sets rules for city-specific matters, like where you can build, municipal transportation, and public education. Since Alderheart is Humblewood's capital, amendments to the City Charter often ripple out, leading to changes in local perch law and even the Humble Code.

THE PERCH GUARD

Alderheart is said to be the safest perch in Humblewood. Although this may not be entirely true, you will see the Perch Guard striving to keep the peace. The Perch Guard is a constabulary, a city militia, and a standing army all rolled into one. For some folks in the Wood, they represent safety and security. Others view them as protectors of the elites and their rarified way of life. Regardless of your opinion of them, the Perch Guard aren't to be trifled with unless you like the firm mattresses of a gaol cell.



HISTORY

After the Battle of Alderheart, the Perch Guard was well-rooted as the strongest military force in the Wood. As you stroll through Alderheart today, you'll still see Perch Guard members patrolling the branchroads and keeping watch from towers and guard posts. With their shining armor and banner-clad spears, the Perch Guard is a symbol of Alderheart's security and strength. The first Captain of the Perch Guard was also its founder, raptor Ferro Keer. As a great hunter and warrior of her people, she organized a force to battle any armed groups or wild creatures that might threaten the fledgling city. This legacy continues today, although the Perch Guard has become better suited to law enforcement than battling bandits over the centuries.

ORGANIZATION

The Perch Guard is organized under Alderheart's Captain of the Guard. At the time of writing, this position is held by a mistral raptor named Iris Freel. Under Captain Freel, there are two Lieutenants. The Lieutenant of the Watch is responsible for Perch Guard activity within Alderheart, also known as the City Watch, as well as the policing activities in other perches. The military wing of the Perch Guard, including the elite force known as the Spears, falls under the Lieutenant of the Gates.

City Watch. The City Watch is active everywhere in the city, but it is especially visible in the Canopy. There, they can be seen watching over the districts from watchtowers positioned throughout the limbs of the Evertree and around the City Gates. Each level has a main Perch Guard station as well as several smaller sub-stations where folks can go to report a crime or call for the City Watch's assistance. Under the Lieutenant of the Watch are dozens of Sergeants, also known as "inspectors." Each inspector manages a small group of 8 to 10 guards known as "constables."

This model is replicated in many other Perches across the Wood, wherever the Perch Guard acts as a local police force.

These smaller forces also report to Alderheart's Lieutenant of the Watch and, ultimately, the Captain of the Guard.

The Spears. The Perch Guard infantry force called the Spears is responsible for keeping both Alderheart and the wider Wood safe from external threats. This special force reinforces, trains, and supports local militias across the Wood. The Spears are elite skirmishers who specialize in polearm fighting, branch-to-branch combat, and aerial maneuvers like diving attacks. Normally, the Spears are spread throughout the Wood, but they are brought into the city whenever the Captain of the Guard requires their service and for special occasions, such as the Farrosmarch parade. The barracks and training grounds of the Spears are next to the Perch Guard Headquarters in Alderheart, though it cannot house the entire force at once.

Humblefolk in the Perch Guard. Though folks tend to think of the Perch Guard as being made up entirely of birdfolk, humblefolk also join the organization. This view isn't entirely untrue, as birdfolk are overrepresented within the Perch Guard forces compared with the population of Alderheart. Despite most of their civic duties taking place on solid ground, the image of the Perch Guard as a force specializing in nimble aerial combat remains iconic. Perhaps this is why humblefolk members of the Perch Guard find themselves stationed in the Trunk or the Roots rather than the Canopy, and you are even less likely to see humblefolk in the Spears.

CITY GUILDS

The guilds of Alderheart are organizations that support and train skilled folks of all sorts. Some guilds only wield power within the city, while others have offices across Humblewood and beyond! Regardless of their size, guilds work to regulate quality and fairness in their professions. Unaffiliated artisans, by contrast, have a hard time in the city, tending to be seen as untrustworthy by Alderites.

There are too many guilds in Alderheart to cover all of them here, but the most influential ones are as follows:

Guild	Full Official Name	Primary Activities	Current Guild Leaders
The Cartwrights' Guild	The Cartwrights and Companions of Alderheart	Overseeing branchroads, vehicle repair, and the care of draft animals.	Padrianna Aleteo [she/her]
The Couriers' Guild	The United Couriers of Alderheart	Advocating for delivery workers	Mira Gathergale [she/her]
The Firefighters' Guild	The Flamequellers of Alderheart	Fighting fires, educating citizens on fire prevention, providing aid in emergencies	Delphine Brackenbrush [she/her], Neel Boughborn [they/them], & Hettie Springstep [she/her]
The Fortune Seekers	The Alderheart Chapter of the Wesden Explorers' Association	Providing a home-away-from-home and quests to adventurers	Holt "Lodestone" Brightbeam [he/him]
The Gourmands' Guild	The Great Tree Gourmand Society	Celebrating, supporting, and promoting cuisine and cooking.	Cleggory Merribolt [he/him]
The Inventors' Guild	The Illustrious Guild of Imaginative Fabricators	Encouraging and funding innovation and scroungecraft.	Hatch Wrightclaw [they/them]
The Merchants' Guild	The Suppliers and Vendors of the Great Tree City	Overseeing prices within the city and organizing long-distance trade.	Ferraux Sangrenard [he/him]
The Shapers' Guild	The Listeners of the First Tree	Training and organizing tree-shapers	Maraz Ashnest [she/her]
The Smiths' Guild	The Guild of Bellowsworkers, Metallurgists, and Smiths	Advocating for metalworkers and minting Alderheart's coinage	Dunston Plovergold [he/him]

CARTWRIGHTS' GUILD

The Cartwrights' Guild keeps the wheels of Alderheart turning, literally! More than just simple wheelwrights and repairfolk, the Cartwrights' Guild partners with the Merchants' Guild to manage the movement of trade goods. The Guild also oversees the proper treatment of draft animals. Those who treat their animals poorly risk having their membership revoked and being denied service by the Guild and its approved workshops.

Whenever I find a place for my trusty gargath to board or my shop needs repairs, I look for the seal of the Cartwrights' Guild. It is a trustworthy sign of quality and safety, not only in Alderheart but also across the Wood. The Guild has been under the steady leadership of Padrianna Aleteo, a sensible sable luma, for several years now.

COURIERS' GUILD

The Great Tree City runs on information, and Alderheart's couriers keep that information flowing through the city. The Couriers' Guild is an association of independent companies responsible for carrying messages back and forth across Alderheart, the Wood, and beyond. Though these companies engage in friendly competition, they are unified within the Couriers' Guild under a set of principles, primarily that their messages arrive on time, rain or shine.

By custom, the leadership of the Couriers' Guild switches between each of the companies every few years. The companies with the loudest voices in the Couriers' Guild are the Swift Gale Courier Co., Flixen Twigs Post, and Featherflight Deliveries. The Guild leader almost always comes from one of these three. The current leader of the Couriers' Guild is Mira Gathergale, an energetic strig and head of Featherflight Deliveries.

An important missive



FIREFIGHTERS' GUILD

The Flamequillers of Alderheart is a volunteer organization dedicated to preventing fires in Alderheart. This Guild has a varied membership, including members of other guilds, because fire would devastate all of Alderheart should it ever take hold. The Guild educates residents on fire prevention, checks potential fire risks, and puts out any blazes that do start. As Alderheart is a living tree, it does not burn easily, and many precautions are taken to prevent blazes. Even so, the Firefighters' Guild is constantly on standby should any fires begin, whether from lightning strikes, magical accidents, or scroungecraft explosions.

The Firefighters' Guild is also a social club of sorts. Members frequently gather, and friendships within the Guild often reach across any social divisions that may be present within Alderheart. The Guild is headed by a trio, each representing one of the Great Tree City's levels. Currently, the leaders are; Delphine Brackenbrush, a young vulpin from the Roots; Neel Boughborn, a lighthearted strig representing the Trunk; and the charismatic jerbeen Hettie Springstep from the Canopy.

THE FORTUNE SEEKERS

The Wesden-spanning association of adventures and explorers, known as the Fortune Seekers, caters to hobbyists and experts alike. The Fortune Seekers accept membership applications from folks of all sorts. Many aspiring adventurers get their start as a member of the Alderheart chapter, as it's the largest and best-equipped chapter in Humblewood. I am a member of the Fortune Seekers myself, and I check in at the Alderheart chapter whenever I'm in town, though my home chapter is back in Firnveldt.

If you're looking for opportunities for profitable adventures, the Fortune Seekers is the place to go. Budding adventurers can always earn good money protecting merchant wagons as the Fortune Seekers have good connections with the Merchants' Guild. Members of the Fortune Seekers keep each other up to date with what's going on in the Wood. A board in the main guildhall advertises jobs for capable adventurers posted by members and non-members alike.

In exchange for the monthly dues, guild members are supported with resources like maps, basic traveling supplies, and information. Additionally, the guildhall is a comfortable space to recuperate after adventures and is staffed with veteran adventurers who've settled down and now support the Fortune Seekers with their vast expertise. These hardened folks can point inexperienced adventurers to the best places to learn how to swing a blade or buy new gear.

The head of the Alderheart chapter of the Fortune Seekers is a rugged raptor named Holt Brightbeam, but better known to all as "Lodestone." Although he is retired from the active aspects of adventuring life, Lodestone is a veritable treasure trove of advice and stories.

THE GOURMANDS' GUILD

More often called the Gourmands' Guild, The Great Tree Gourmand Society's members are chefs, sommeliers, and owners of fine eateries, food carts, and taverns throughout the city. The Guild prides itself on its dedication to the joy of both preparing and eating food.

To celebrate gastronomy, it publishes free chapbooks about the best dining around the city at the start of each season. You can pick one up at the guildhall or in many public buildings.

The Gourmands' Guildhall is one of the marvels of Alderheart. It is constructed around a lavish dining hall, where a single massive table can seat dozens of guests. The kitchen is right beside the great table, so diners can watch the chefs at work. The Guild holds exhibition dinners featuring chefs from Alderheart and beyond, though tickets for these dinners must be booked well in advance.

Once, the Guild was famous for its impartial food critics and reviews. Its chapbooks were reliable guides to good food anywhere in the city, including little-known eateries in the Trunk and Roots or modest taverns on the Canopy's side streets. The last time I was in Alderheart, there had been a change in leadership, with the distinguished but rather narrow-minded gallus food critic Cleggory Merribolt taking over. Since then, the Guild's reviews have focused exclusively on expensive eateries in the Canopy.

INVENTORS' GUILD

The Illustrious Guild of Imaginative Fabricators, better known as the Inventors' Guild, is an association of tinkers and innovators. It was founded by life partners Edwin Ebonheart and Geswick Switch, only a few songs after the city itself. Thanks to the Guild's presence, Alderheart has long been a hub for innovation in the Wood.

In addition to being the city's leading authority on cogwork mechanics, the Inventors' Guild supports its scholars and craftsfolk with generous research funds. With a particular focus on promoting projects with a public benefit, members can apply for the Guild to fully sponsor their research.

The Inventors' Guild has strong ties to the local mapach community and often sponsors scroungecraft fairs. The current Guild head is the energetic mapach Hatch Wrightclaw. Hatch is more adept at administration than they were at invention if the explosive tales of their past are to be believed. They have cultivated excellent working relationships with the Smiths' and Cartwrights' Guilds and have the Inventors' Guild running like the finest cogwork.



THE MERCHANTS' GUILD

Responsible for regulating trade within Alderheart, the Suppliers and Vendors of the Great Tree City are better known among Alderites as the Merchants' Guild. They oversee the shops and market plazas within the city, making it difficult for con artists or smugglers to set up shop. They also keep a close eye on the movement of all trade goods into and out of the city. To help ensure fair and profitable trade, the Merchants' Guild keeps records of prices throughout Alderheart and the Wood. While the Merchants' Guild is now headquartered in the Canopy's Guild Quarter, it also has a large secondary office located in the Trunk Market Plaza.

The Merchants' Guild was founded by the vulpin Lady Verl Sangrenard. The current head is Ferraux Sangrenard, a distant descendant of hers. Ferraux is known for his devotion to Clhuran, the Amaranthine of fate and fortune, which he claims to be the reason for his success. Unsurprisingly, many say that Ferraux's success has more to do with his noble family's status, which keeps the Guild well-connected with the Canopy's upper class.

THE SHAPERS' GUILD

One of the most important guilds in the city, the Shapers' Guild, is responsible for all tree-shaping performed here. Many members believe Alderheart is the first tree in the whole of Everden, giving the Guild its formal name as the Listeners of the First Tree.

The Shapers' Guild trains and licenses all tree-shapers in the city, ensuring any shaping follows the Evertree's will and complies with Alderheart's City Charter. The Shapers' Guild has close ties with the Tenders, who also practice tree-shaping with the Guild's permission. Both are practitioners of druidic magic, and oftentimes folks have a hard time telling them apart. If you look closely, the Tenders' robes are brighter green and usually bear their order's symbol. Meanwhile, Shapers' Guild members are recognizable by their rolled-up sleeves and sap-stained dark green robes.

Compared with the other Guilds, the Shapers are slow to embrace change, carefully considering the long-term implications of any alterations to the Evertree. This has caused some tension between the Shapers and the Inventors' Guild, which pushes for innovation. Maraz Ashnest, the corvum head of the Shapers, takes her responsibility to protect the interests of the Evertree extremely seriously. Rumor has it that she has never been seen to laugh at anything.

Shaping. Tree-shaping in the Alderheart is overseen by city Officials in conjunction with the Shapers' Guild. Even though shaping is a gentle process, it can still be harmful to the Evertree if overused. In its ardent desire to house those who need its shelter, the Evertree can over-extend itself. The Shapers' Guild ensures that Alderheart has time to acclimatize to its new form after a shaping before any more shaping is carried out. Meanwhile, city Officials ensure that shaping complies with rules around safety. Unsansctioned shaping is considered a form of treeharm, a serious crime.

THE SMITHS' GUILD

Better known as the Smiths' Guild, the Guild of Bellowsworkers, Metallurgists, and Smiths is an association of metalworkers headquartered in the lower part of the Trunk. In its early years, the Guild only admitted metalsmiths but later grew to include all related tradespeople. Though the Merchants' Guild may be the wealthiest in the city, the Smiths' Guild is not far behind. They often proudly boast that their goldsmiths mint Alderheart's coins using ingots smelted by guild members. The head of the Smiths' Guild is named Dunston Plovergold. This grandfatherly gallus is the longest-serving Guild leader in Alderheart, and he has been a driving force in various collaborations.

THE TENDERS

Although not technically a guild, another organization you'll see around the city is an order of nature-speakers known as the Tenders. The order existed long before the city of Alderheart was founded. Some of the first birdfolk who came to commune with the spirit of the Evertree were Tenders. Nowadays, folks in Alderheart

see the Tenders in one of two ways: as useful druids who keep the city in balance with the Great Rhythm or as a collection of odd folk who ought to spend more time in the treetops than with their feet in the dirt. Regardless of what you may think of them, the Tenders have a strong presence in the city, and the doors of their headquarters in the Trunk Market are always open should you wish to hear what they have to say.

You can find groves across the Trunk level where Tenders cultivate medicinal plants and fungi that grow naturally within the Evertree. The Tenders are knowledgeable herbalists, and folks regularly purchase their potions, tinctures, and salves. These cures are the Tenders' main source of income. Nevertheless, should you ever find yourself in dire need of healing, no Tender worth their robes will turn you away. The Tenders are also scholars and teachers, and they're always willing to help folks learn about the art of healing or natural magic. Shaped buildings within their groves house archives of knowledge accumulated over the generations, though you'll need to speak with a Tender for access, as some of these texts are reserved for experienced members of their order.



WILDLIFE

Alderheart has welcomed not only birdfolk and humblefolk to live within its embrace. The wildlife that inhabits the Evertree is a constant reminder that this is not just a city but also a living tree. Not all of the fauna living in the Great Tree City are equally welcomed by the citizens. However, in this traveler's opinion, even so-called pests are fascinating critters when admired from a safe distance. Listed here are a few kinds of creatures that share the Evertree with Alderites.

Bluebees. These sapphire blue bees are an annoyance in the city from the start of Glimmercall until the end of summer. Their stings contain a potent venom, and anyone stung by them drifts into a deep, dreamless slumber that can last for hours. Though most folks burn sticks of incense to keep the bees away from their homes and places of business, bluebee venom is quite valuable, in fact. It's the main ingredient in a sleeping potion widely used by healers to help their patients rest. Several strictly managed apiaries have been established in the city to supply Alderheart's apothecaries with bluebee venom.

Brightbeetles. Most widely used to light the Trunk and Root levels, brightbeetles are bugs that produce a warm yellow glow from their lower abdomen. While domesticated brightbeetles live a comfortable life in civic lanterns, wild ones spend their evenings blinking among Alderheart's foliage. If you are fortunate and gentle, you can befriend a brightbeetle to use as a portable lantern in a pinch.

Cosmoths and Caterpedes. These large insects have massive, finely scaled wings, which come in a wide variety of colors and sport patterns reminiscent of stars. Cosmoths are some of the most stunningly beautiful creatures to be seen in Alderheart, and city folk will climb to the Canopy to watch as they leave for their migration to the far southern jungles of the Tanglewilds in the fading verse or to witness their return in the dawning verse. It is still unknown how the cosmoths make this journey or how they find their way back to the very same farmers who cared for them as caterpedes. Cosmoths are poisonous and use being inedible as a natural defense from predators.

The larval form of the cosmoth is a caterpede, a giant worm-like insect that is kept for both its meat and silk. Cosmoth species are so diverse precisely because farmers have selectively bred the species for caterpedes that produce the strongest, softest, or most visually appealing silk and the tastiest meat. While some cosmoth caterpedes are found in the wilder Wood, most have formed symbiotic relationships with their caretakers and rely upon them to provide the specific variety of plants or fungi that sustains them.



Dusktails. These black-tailed squirrels are found across Humblewood, but those infesting Alderheart are among the most intelligent of their kind. They are swift, agile, and can eat just about anything. What's more, they're adept at sneaking into seed stores where they can quickly deplete food supplies. Though they are present in the city year-round, dusktails are most active in the summer months when Alderheart swells with visitors. These little critters are such a problem that the city employs teams of squirrel catchers to keep the population under control.

Everbugs. Everbugs are only found in the Evertree from which they get their name. These spotted beetles are almost as large as a jerbeen. They are popular pets and are considered to bring good luck. The wild ones tend to have red shells, while domesticated everbugs have been bred in shades of orange and yellow too. They eat other pests, including gimlets, further increasing their popularity among Alderites.

Firelances. Solitary wasps that grow to be a foot-and-a-half-long, these dangerous pests get their name from their red-orange coloration and the burning pain of their venom. Firelances are easily provoked, and it's best to leave them alone. If stung, you must apply antitoxin or seek a healer immediately, as their venom can be fatal. Firelances are drawn to the city in late Rayswell by the pungent nectar of a species of giant orchids that grow on Alderheart's branches. The large flowers are called witherhearts after their dark purple-red inner petals, which resemble shriveled hearts. The flowers rely on firelances for pollination, and because of this, witherheart cultivation is prohibited. Access to the places where witherhearts grow naturally on the Evertree is restricted to protect the public at the height of the season when firelances are most active.



Gimlets. These dusktail-sized beetles, reviled throughout the city because of the harm they cause to the Evertree, were accidentally brought to Alderheart on merchant caravans. Their quick growth rate and large numbers of offspring have allowed gimlets to persist, despite the city's attempts to eradicate them. They lay their eggs in small crevices in Alderheart's bark, and once hatched, the larvae burrow deep into the Evertree. This can cause great damage to homes and branchroads alike. Gimlets are often killed on sight, but the beetles are quick and can prove challenging to hunt. However, everbugs eat the colorful insects, and therefore, Alderites often keep them as pets to keep gimlets away.

Glassbeetles. These foot-long beetles are native Alderheart. Glassbeetles emerge from the ground around Evertree's roots to pupate and take their adult forms each song near the beginning of Raytrill. They take their names from their shiny carapaces and translucent bodies, which give them the appearance of being made of living glass. Glassbeetles are known to "sing" to attract mates in the early dawn by playing their wing casings like a glass harp with their hind limbs. The sound is eerily beautiful. Their performances are short-lived however, as the glassbeetles all die by Raytrill's end, having mated and laid their eggs in the soil. While beautiful, be careful of getting too near a glassbeetle, as they have a nasty bite!

Fungusfeasters. These tiny slimes differ from ones inhabiting other areas of the Wood. Living in the Roots of Alderheart, they feed on the fungi that grow there. How this invasive species arrived in the city is a mystery, but today they are singularly disruptive to the fungal crops cultivated in Pestlehaven. While the slimes are active year-round, their numbers swell in the humid summer months, when fungus grows rapidly. Scholars and slime-wrangers have harvested the Alderian slimes for use in potioncraft, but so far, nobody has found a practical use for them.

Talonflies. These flies are as big as a birdfolk's thumb and have a long, curved mouthpiece that resembles a talon. They can be found in the city in considerable numbers in summer when they fill the air with the sound of their droning calls. Despite their name and fearsome appearance, talonflies are nectar drinkers. These harmless bugs have a reputation as pests due to the size of their swarms and their ill-favored looks. Many in the Canopy have taken to killing them with alchemical smoke before they can intrude on their homes, gatherings, or businesses. Though they are not the prettiest creatures, I advise you to leave these flies alone since they pollinate some of the city's most beautiful flowers.



Alexander Ngo



Gimlet

Veronika Federova



Fungusfeaster

Alexander Ngo

Planning a Visit



CURRENCY

Coins of gold, silver, and copper minted by the Smiths' Guild under license from the Bank of Alderheart are used throughout Humblewood. These are easily recognized by their design of the great Evertree on one side and an acorn on the other, which gives them their official names.

Slang. While everyone in the city understands gold pieces, silver pieces, and so on, the currency has acquired many names that can confuse newcomers. Money is known as "koyen," coming from the word "coin." You might hear folks in the city say that someone has "koyen enough to bend the boughs," meaning the person is very wealthy.

Exchanging Money. If you wish to exchange your currency, you can visit the Bank of Alderheart in the Council Plaza. However, folks around the Wood are usually willing to accept other coins of similar weight in gold, silver, and copper. I keep

a merchant's scale handy for just such occasions! And don't you even think about trying to pass off counterfeit coins, as any competent merchant will figure you out quicker than a Firnveldt cold snap!

Fees and Taxes. Folks in Alderheart are expected to pay taxes in exchange for city services. Household taxes are the most common, of course, and ensure that the city can afford to cover branchroad maintenance, educate the young, keep the Perch Guard fed and equipped, and fix any damage that might occur during a sudden storm.

If you are coming to the city with goods to sell, keep the Gate Tax in mind. This fee is charged to merchants or other folks headed into town with cargo. It largely goes towards maintaining the gates and branchroads. The tax is small, ranging from 2 to 10 silver acorns (sp) based on the weight of the cargo.

Coin	Alderheart Slang	History
Gold acorn (gp)	Aller	Named for the image of the Alderheart Evertree on the face of the coins.
Silver acorn (sp)	Grif	After the Great Calamity, refugees were given 5 silver pieces to help them rebuild their lives. These "gifts of the city" quickly became known as "grifts of the city" as unscrupulous merchants exploited the newcomers. This was shortened first to "grifts" and later "grifs."
Copper acorn (cp)	Darn	The name comes from a phrase popular in the Roots from when the area was first incorporated into the city, "It's koyen that darns the gap between Canopy and Roots." Rumor was that all kinds of smuggling and illegal trade were enriching folks in Alderheart's high society.

Lauren Henderson



LODGINGS

Each level of Alderheart offers lodgings for travelers with different levels of comfort and prices to match.

In the Canopy, travelers looking for reasonably priced accommodation should head to the Guild Quarter, as many taverns with rooms have cropped up to serve the Merchants' Guild members and Fortune Seekers who travel to Alderheart. For those with a lot more coin to spend, entire residences can be rented in the upscale Boughs district.

In the Trunk, you'll find not only small inns but also large hotels. The two most famous are the Dawnbreak and the Cloudberry, located in Bright Hollows at the top and bottom of the Golden Stair branchroad, respectively. The Dawnbreak has long been considered one of the finest places to stay in all of Alderheart. The Cloudberry was only constructed a few songs ago. It offers the latest in cogwork convenience and has become very popular very rapidly. The two hotels have both a professional and family rivalry as the Cloudberry is owned by Torrens Pelage, the nephew of the owner of the Dawnbreak, Durrant Pelage.

In the Roots, the accommodations may not be extravagant, but you will find good food and cheerful company. The folks who run the guesthouses and hostels will ensure you have everything you need. These accommodations might lack stunning views, but they are a good choice for any traveler short on coin.

LODGING RECOMMENDATIONS

Feather's Friend Inn in the Canopy. Though I prefer to find lodgings in the Trunk, where I find lodgings a little more inviting, when the places with stables big enough for Bello are full, we look for accommodations in the Canopy. I often stay at the Feather's Friend Inn when I'm in town. It's not the fanciest place in the city, but if you're looking for pleasant accommodations at a fair price, you won't find a better deal in the Canopy level.

The Wooden Flagon in the Trunk. Should you be in the mood for a cozy tavern with clean, modest rooms, hearty home-cooked meals, and some exceptionally well-crafted mead, head to the Wooden Flagon. This lovely spot just down the Mainstay branchroad from the Trunk Market is my pick for the best place to stay in the whole city. I rarely lodge there since I must make arrangements at a larger stable for Bello, but each time I've stayed has been a delight. If an old gallus named Myrna Mistmeadow still runs the place, just tell her you're friends of Jonall and ask for her latest homebrew! She normally won't sell her experimental batches to just anyone, but if you're willing to spend a silver or two, you'll be pleasantly surprised.

Bee's Burrow in the Roots. There is no warmer welcome in Alderheart than that of hedge Bee Loamtick. She runs a very affordable bed and breakfast in her home in Rootbraid. The rooms are small but comfortable, having once housed Bee's seven children before they left home. Bee knows pretty much everyone in Rootbraid, and she loves to share information about her neighborhood with visitors. Just be prepared to hear a lot of stories about her children too!

DINING

When I'm on the road to Alderheart, I often entertain myself with thoughts of the meals I'll enjoy once I arrive. Alderheart boasts some of the best food not only in the Wood but in all of Wesden! Don't be afraid to try new things, whether from an established eatery or a branchroad cart!

ALDERHEART CUISINE

Alderheart is made up of folks from all over the Wood and even further afield, so it's no surprise then that the Great Tree City has developed a reputation for excellent and diverse cuisine with fare you won't find anywhere else in the Wood. Beyond replicating dishes from elsewhere, cuisine in the city has also evolved by combining cooking styles, resulting in innovative dishes that can only be called Alderite.

A TASTE OF HISTORY

Berries, seeds, nuts, insects, and grubs form the basic staples of most birdfolk cooking, particularly in gallus, corvum, and luma recipes. Traditional strig and mistral raptor dishes often include game meats as well. Maran raptor cooking places fish as the centerpiece of many meals. Vegetables are rare in birdfolk dishes, except for those which can be grown in trees. Root vegetables are treated as rare delicacies in birdfolk cuisine as historically they could only be obtained through trade with humblefolk or communities of undergrowth-dwelling galluses who grew them on ground-based farms.

Humblefolk cuisine is highly varied. For example, cervan cooking is almost entirely vegetarian, and many dishes are served cold since the greens and flowers used are incredibly delicate. Mapach cuisine uses pungent smoke to impart strong flavors to various ingredients, including wild game, a mix of earth-grown and tree-grown vegetables, and berries. Traditional jerbeen meals are made to be shared. Grains feature more prominently in jerbeen cooking than in other humblefolk traditions, and jerbeens are known for their baking. Hedge cooking emphasizes incorporating different cooking styles, such as steaming, frying, and grilling, within one meal to create a balanced whole. Vulpin culinary traditions are divided into "hunt fare," hearty meals featuring game and preserved meats and "fine fare," artfully prepared dishes of exceptional delicacy.



LOCAL SPECIALITIES

While traveling the branchroads of this city, the smells coming from street vendors and eateries will doubtlessly delight you. Alderheart's eateries showcase all kinds of meals and beverages, from twists on woodland village staples to food unique to the city. Regardless of their origins, the following local specialties are truly Alderite and can be found just about anywhere in the city. You haven't truly experienced Alderheart until you've tasted at least one of these!

Berry Juices. As a hub of trade, you'll find many interesting and refreshing juice mixtures in Alderheart that combine ingredients in novel ways. Throughout the city, you'll spot carts set up on the edges of branchroads selling freshly-squeezed juices. You can try fruit from local tree-growing vines and imported fruits from faraway places. I heartily recommend the local selection, especially if you visit in summer when the fruit-bearing vines are ripe. My personal favorite is Pedwig's Magnificent Mixes. Just look for the cart with a strand of flowers all over it!

Comber Salad. This Humblewood specialty was originally brought to Alderheart by galluses migrating from villages on the forest floor. This dish gets its name from the traditional saying, "Comb the forest through the dawn. By noon we'll have a salad on!" The salad is served cold and made of different kinds of edible leaves and flowers. The traditional version also includes mushrooms and cooked roots. The Alderite twist comes from replacing the flowers and leaves with vine-grown substitutes and adding seeds, nuts, and sometimes even cooked grubs "combed" from Alderheart's markets. However, traditionalists will tell you it's not really a comber salad unless it's vegetarian.

Elderberry Everwine. The drink of choice for Alderheart's elite, this fine wine is brewed from fermented elderberries cultivated around the Wood and aged in casks shaped from the Evertree. The best berries for winemaking come from small groves at the base of the Crest Mountains. The soil is rich with minerals, giving the berries deep complexities of flavor. Some vintners have even grown new colors of elderberries, creating wines with a ruby hue. Some prized batches even shine with a golden glow. Take it from someone who's sampled her fair share; if you ever have the good fortune to try a glass of well-aged elderberry everwine, it's worth savoring.

Wine or Everwine? The wines of Alderheart are made from all kinds of different berries, some grown on vines in the city and some in the soil of remote villages deep in the Wood. Regardless of the berries, only those which have spent at least a year fermenting in casks shaped from the Evertree itself can be called everwine. There are only about a hundred of these casks in existence, each attached to the living Evertree. They are rumored to be kept in a special chamber called the Caskhold somewhere in Alderheart. This secret location is guarded under the watch of both Gourmand's Guild and the Shaper's Guild. Only vintners granted special privileges can have their wines aged in these casks. Everwines mature under the care of guild members sworn to secrecy to prevent thievery of the casks or the everwine itself. Bottles of genuine everwine are sealed with wax and marked with the Gourmand Guild's seal to foil imitators. Despite these precautions, remain wary of forgeries. If you're paying less than 25 gold acorns (gp) a bottle, it's probably too good to be true.



Fried Floona. A favorite of street vendors throughout the city, this dish was popularized by the people who moved to Alderheart from Saltar's Port. Floona are small fatty fish with a rich flavor. When fried in a batter of ground seeds and grains, they become a golden, crispy treat! Fried floona is served in a nest-like basket along with tangy dipping sauces. Branchroad floona vendors are always trying new sauces, and the best floona in the city is hotly debated among the locals. I'm no authority, but there's a little stand just off of Primrose Way in the Guild Quarter that sells baskets with a grantha berry sauce that reminds me of home.





Gapachi. A mapach dish showcasing their hallmark ingenuity, gapachi was devised by families in the Branches neighborhood, using only ingredients grown in the treetop district. It has become a favorite among Alderites across the city. This spicy vine-vegetable ragu is served over long beans that have been cooked until they are bright and tender. A word of caution: Alderites like this dish very spicy, so be sure to ask for it mild unless you're feeling adventurous.

Grilled Hornsteak. The hornsteak is based on a humble Brackenmill farmer's meal and was adapted for plates in the finest dining establishments in the Canopy. The recipe is simple enough: a steak from a full-grown Hornbeetle is spiced and seared to perfection. The price can range from a few silver acorns (sp) to many gold acorns (gp), depending on the venue, the cut of meat, and the notoriety of the chef. It's usually served with seasonal tree vegetables, but eating it with ground-grown vegetables has become the latest trend.

Saltmeat. Saltmeat isn't a single dish but a catch-all term for strips of meat that have been salted and cured using a traditional vulpin technique. This process makes meat chewy and flavorful while preventing it from spoiling for a long time. Traditional saltmeat is made with wild game, but Alderites typically prefer the versions made from insects and fish.

Scrallas. This birdfolk dish was developed in the city and is perhaps Alderheart's most famous (if challenging) specialty. Scrallas is a hot soup made from mashed grub stock. Worms are added to act as noodles, and fried beetle shells are often sprinkled on top for crunch. Though it's a hit with birdfolk and some local humblefolk in the city, it has a mixed reputation among visitors. I've tried it once, and it's certainly... unique.

Vine Ale. A brew first perfected by gallus tree-farmers in Brackenmill, traditional vine ale is made from leftover seeds from the last song's flower vine harvest. The seeds are roasted and then fermented in large basins until they reach the brewmaster's desired pungency. These days, there are as many different kinds of vine ale as there are brewers, and the quality ranges from poor to excellent. Though many take the craft of brewing very seriously, vine ale is cheaper to make than elderberry everwine, and most taverns brew their own. If you want to sample several varieties, be sure to attend the annual Vine Ale Fest held during the Festival of Guilds. Brewers from across the city bring their brews to compete.



STAYING SAFE

CRIME IN THE CITY

While the city is typically safe for visitors, even Alderheart has its share of crime, ranging from small transgressions of the City Charter to clear violations of the Humble Code. Some groups of Alderheart criminals have formed informal alliances, mockingly called “Thieves’ Guilds.” These organizations aim to cheat, extort, and steal from visitors and citizens. Most of these groups are small and disorganized, but other, more dangerous gangs have ties to the Bandit Coalition.

Common scams. While dangerous criminals tend not to target visitors to the city, there are those who exploit the unwary with various scams. Beware of anyone claiming to be chosen by the Evertree or that tells you they can tell that you have been chosen. While there are documented cases of folk receiving visions from the Evertree, far more common are cases of scammers using a sense of mysticism to prey on visitors to separate them from their money.

The majority of stalls set up outside of the markets proper are legitimate, and you can find great bargains there. However, if a bargain seems too good to be true, be wary. Some scammers sell fake goods and worthless trinkets, and if you go back to try to get a refund, you’ll find that the stall is gone. Keep your wits about you as you shop!

Finally, never be tempted to buy “cuttings” of the Evertree as souvenirs. This scam is only aimed at visitors to the city. These are almost always fake, and thankfully so, as possessing a real cutting would put you at risk of a charge of treeharm.

Treeharm. In contrast to tree-shaping, cutting or carving its living wood is devastating to the Evertree. Alderites call this “treeharm,” and it is a punishable offense. Whether you’re a citizen or a visitor, anything from sticking a blade into the bark to pulling healthy leaves from the tree is illegal. While the Perch Guard understands that accidents can happen and tend to be lenient with visitors who did not intend harm, you can expect to be saddled with a heavy fine or time in the gaol if anyone catches you intentionally harming the Evertree. Treeharm crimes are mostly committed by smugglers looking to create secret tunnels into and out of the city through the trunk and roots.

Bandit Coalition Activity. Though they are a far cry from the marauding horde of old, the Bandit Coalition is alive and well in the Wood. This confederation of robbers has small units that operate across Humblewood. The Coalition has a strong presence in certain parts of Alderheart, especially in the Roots. There, certain communities have started to see the Bandit Coalition as a means of survival or a way to get back at the city’s leadership. Even if some good folks cast their lot in with the Coalition, its methods are almost always harmful. The terrible legacy of the First Bandit Coalition still resonates with Alderites. Therefore, aligning with banditry carries one of the heaviest penalties for any crime in the city, as it is considered treasonous.

Word has it that the Bandit Coalition has a recruitment office somewhere in Pestlehaven in the Roots. Apparently, the Coalition is quite successful at enlisting new members here, promising recruits a noble cause and a share of the loot, though the Rhythm knows what they’d need to do to get it.

STAYING OUT OF TROUBLE

Of course, committing crimes in the city, such as theft, assault, defacing property, or public drunkenness, will get you arrested. Depending on the severity of the crime, you might be looking at a fine or a night or two in the gaol. For minor crimes, you’re likely to end up doing community service, like cleaning the city or helping shift cargo at one of the Gates, until you’ve worked off your debt to society. While Alderheart is friendly to adventurers, visitors should keep the following guidelines in mind if they don’t want to upset locals.

Weapons. Brandishing a weapon within the city limits is a sure way to get a guard’s attention, and you can bet they’ll intervene before you can do anything with it. The city has enough Fortune Seekers passing through that the Perch Guard doesn’t outlaw weapons outright, but arms should be kept in a sheath or stowed on your person, if possible, to avoid drawing attention.

Magic. It is wise for spellcasters to keep spell focuses stowed as the City Watch is aware that magic can be more dangerous than a dozen swords. Casting offensive spells will quickly draw the attention of the City Watch. Many guards receive training from experts at The Avium to be able to swiftly recognize offensive spells from vocalization, gestures, and components being used. Even when casting non-combat spells, casting slowly and deliberately is encouraged, as it’s a good way to signal that you don’t mean harm.

ALDERHEART’S MOST WANTED

Bounties are regularly posted in the Fortune Seekers’ Guildhall for any seasoned adventurers looking to help the City Watch apprehend criminals in the city. These criminals are still at large at the time of writing, and I’d recommend alerting the local authorities immediately should you run into them.





THE GODFEATHER 4,800 gp

Wanted For:
Conspiracy, Fraud, Extortion, Murder,
Racketeering, Tax Evasion

Cluvus "The Godfeather" Lightbreeze.

This grave male sable luma is the leader of a notorious crime family known as the Killer Flock. He managed to conceal his identity for years but has recently gone into hiding since being uncovered. He has bluish-gray plumage, dark blue eyes, and a distinctive scar on his beak.

WANTED

THE THORN 4,600 gp

Wanted For:
Assault, Banditry, Extortion,
Kidnapping, Murder,
Racketeering, Smuggling

Aster "The Thorn" Amaryllis.

A large, middle-aged male hedge, Aster is a captain of the Bandit Coalition and runs various criminal schemes with contacts in Alderheart. He has brown eyes, grey fur, and long black quills. He is a killer and is incredibly dangerous.





LUCKY 4,500 gp

Wanted For:

*Fraud, Extortion, Murder, Racketeering,
Theft, & Smuggling*

“Lucky” Sevrán Dusktalon.

This young male dusk corvum was a former assassin employed by various criminal contacts throughout the city. He has dark, iridescent plumage with a prominent neck-ruff and amber-colored eyes. He is known to hide poisoned daggers on his person.

BULLYBIRD 4,300 gp

Wanted For:

*Burglary, Extortion, Murder,
Theft, Treeharm & Smuggling*

Finneas “Bullybird” Klawk.

An adult male huden gallus thug with ties to the Bandit Coalition, Finneas is a low-ranking criminal who will do dirty work for anyone. He is known for ambushing folks in alleys and tunnels in the Trunk and Roots, robbing them under threat of violence. He has brown plumage flecked with gold spots and a distinctive cockcomb. He usually keeps himself well-groomed.





SNAPSHADOW

5,000 gp

Wanted For:

*Fraud, Extortion, Murder,
Racketeering, Theft, & Smuggling*

Jerrin "Snapshadow" Hollowhome.

A young female jerbeen agitator with a history of moving between criminal factions within Alderheart. She is linked to many of the most infamous crimes in Alderheart. Jerrin has blue eyes and reddish-orange fur dotted with white speckles, though she usually keeps her face concealed under a cloak. She often carries concealed weapons.

COMMUNICATIONS

Alderheart is a hub where you'll find services to communicate across the Wood and beyond. As an informal arrangement, you can easily find enterprising youngsters willing to carry messages around Alderheart itself for a copper acorn (cp) or two. If you need magical communications, you might be able to pay for the services of a visiting scholar from the Aviary. While the Aviary doesn't have a formal presence in Alderheart, you can often find visiting mages enjoying an everwine or two in the Raptor and Chick Tavern just off the Canopy Market.

If you want certainty and security for your message, you'll want the services of one of Alderheart's official messenger companies. The three largest and most respected are:

Swift Gales Courier Company. Spend any time in Alderheart and you will soon spot Swift Gales couriers darting to and fro with letters and missives all over the city. The Swift Gales Couriers is the oldest messenger company in the Wood and was established before Alderheart was founded.

The Swift Gales pride themselves on their dedication, and it's often said that, whether it's a recipe for seedcake or a declaration of war, the Swift Gales will treat the errand with the same diligence. This unswerving commitment is why they serve as the official messengers of the Birdfolk Council. As an integral part of the communication network in Humblewood, they are trusted to carry the Council's most confidential missives. The fees are based on how far you need the message carried. A delivery with Alderheart will only cost a couple of coppers, while messages further afield increase in price depending on the distance and difficulty. The Swift Gales will carry messages beyond the Wood, so look them up if you wish to send regards back to your homeland, no matter how far away it may be!

Swift Gales couriers can be easily identified as they all wear a leather scroll case strapped to one leg. Although many use messenger bags to transport packages, some still carry letters inside the scroll case, which is both a symbol of the company and a practical piece of equipment.

The head office of the Swift Gales Courier Co. can be found in the Canopy's Council Plaza, and it functions as the main post office for the city. To find a branch office of the Swift Gales, just look for the sign of a birdfolk foot with a message tied to it.

Flixen Twigs Post. While not quite as established as the Swift Gales, as the second oldest company in operation, Flixen Twigs Post isn't far behind in reputation. Named after their founder, a legendary Bramblewellian jerbeen, they share the massive responsibility of delivering mail in Alderheart and the Wood. They specialize in large parcel delivery services. The head office of Flixen Twigs Post can be found in the Trunk Market. You can recognize it by the rows of lockboxes shaped into the tree.

The couriers of Flixen Twigs are known as canny folks who get the job done without fuss. They are trained in woodland survival and navigation. Therefore, they are the couriers of choice for delivering packages to remote perches and villages in the Wood. However, Flixen Twigs Post does not offer service beyond Humblewood.

Featherflight Deliveries. The third-largest courier company in Alderheart is Featherflight Deliveries. This company is more rough-and-tumble than the others. Their primary contract is with the Perch Guard, conveying intelligence and orders between stations across the Wood. Perch Guard soldiers train Featherflight couriers in combat and how to move swiftly in armor. Featherflight tends to hire those with previous combat experience.

The largest branch of Featherflight Deliveries is located conveniently next to the Perch Guard station in the Entry Junction. Featherflight Deliveries is the best choice for when you need to send a message to dangerous parts of the Wood that absolutely must arrive safely.

A CITY FOR ALL SEASONS

From the warmth of summer to the chill of winter, each verse brings something special to Alderheart. The Evertree is a living organism, and its seasonal changes are felt by all who live here, citizens and critters alike.

The turning of the seasons affects each section of Alderheart differently. The best place to experience the spring-time flowering, the summer celebrations, or the crimson leaves of autumn is in the Canopy. From here, Alderheart also boasts positively spellbinding views of the surrounding forest and its seasonal changes. By contrast, the Trunk lacks such breathtaking vistas but is insulated from the extremes of each season, remaining cool in summer and warm in winter. Meanwhile, down in the Roots, the temperature remains cool all year round. Some fungi in the Roots' tunnels wax and wane with the seasons, sprouting into a dense undergrowth in the humid summer months and dwindling as winter cold dries the air.

You may wish to plan your trip around the seasonal changes. Luckily, you'll find something to delight you in Alderheart no matter when you visit.

THE DAWNING VERSE

The chorus of Glimmerbreath signals the coming of spring, along with a host of colorful changes as the city shakes off the chill of winter. In these months, the denizens of the Wood celebrate the return of Ardea's warmth with grand celebrations. The greatest of these is held in Alderheart.

True to its name, flowering plants begin to bloom throughout Alderheart in the mid-spring chorus of Glimmercall. This is also when animals stir from winter hibernation, and others, such as songbirds and giant cosmoths, return from wintering in warmer parts of the world. As the birds fill the air with their songs, cosmoths flutter back to the pens of farmers who cared for them as caterpedes. Other insects burrow out of the ground, and a few make their way up the Evertree. Alderheart's two-foot-long everbugs also return; count yourself lucky if one with five spots on its shell crosses your path, as the locals say it's a sign of good luck!

Late spring is ushered in by the chorus of Glimmerhush. Also called "the green chorus," this season is beloved by gardeners as it's the best time for planting. The eggs laid by cosmoths also hatch around this time, yielding herds of caterpedes. Giant caterpedes, like the silkworms of Brackenmill, are an important resource in the Wood. They are

fed and cared for by tree-farmers, who value them for their meat, as well as the silken threads they produce. A valuable commodity, the thread is used to make fine fabrics, sturdy ropes, warm blankets, and other goods. Farmers care for the caterpedes until late summer when the caterpedes begin to pupate into cosmoths. Should you happen to be in the market for silk thread, take my advice and wait until Raycrest to buy. The grubs produce more as they get ready to turn into cosmoths, and farmers in the city sell their excess at a lower price.

THE RISING VERSE

The Rising Verse of summer is announced by the chorus of Rayswell. Summer is the best time to visit the city, in this humble traveler's opinion, as the flowers are in full bloom, and the streets are filled with revelers who've come to partake in the season's festivities. It's truly a sight to behold!

By the midsummer chorus of Raytrill, the air is filled with the droning of insects and a heady floral aroma from the many plants that grow on the Evertree. At this time, certain kinds of fruit-bearing vines become ready to harvest. Midsummer also sees the arrival of foot-long glassbeetles in the skies around the city. You can occasionally glimpse some of these beetles resting on the outer branches, their mirrored carapaces gleaming in the sun.

The end of summer is heralded by the chorus of Raycrest, and the season concludes with another round of celebrations. As the nights grow longer, the heat becomes less intense, and you'll be treated to some of the best sunsets of the season, if not the whole song.

THE FALLING VERSE

The harvest chorus of Shadesigh marks the coming of autumn to Alderheart. In general, fall is a calmer season, with folks coming to the city to admire the changing leaves and participate in harvest-time celebrations.

Vegetable-growing vines across tree-farms in the city are harvested at this time. Farmers also collect the fungus growing on the remains of fruit vines from the early summer that were intentionally left to rot. Each variety of fruit vine has its own fungus, and while some are edible, others are fed to the bugs.

Because of its enormous size, the Evertree has an incredible number of leaves. The leaves begin to fall around the mid-autumn chorus of Shadetoll. The wind carries most of them eastward toward an ancient part of the Wood. It's also around this time that cosmoths leave, migrating to the warm jungles of the Tanglewilds. Non-migratory bugs are kept in weather-proof corrals, where farmers ensure they are kept warm and safe throughout the coming cold season.

The final fall chorus of Shadesway sees the last stray leaves fly from Alderheart's exposed branches and chill winds begin to whip through the exposed branches of the Canopy. The city prepares for winter as the days grow colder and the nights longer. Though the winters here aren't nearly as cold as where I'm from, folks around here seem to have less tolerance for the chill, and you'll see warm clothing starting to appear in markets around the beginning of Shadesway.

THE FADING VERSE

The bleak winter season begins during the Fading Verse, with the chorus of Deepdraw, which greets a Canopy stripped of its leafy protection. The city sees fewer guests during this verse, but visitors can take advantage of discounted rates on rooms in cozy inns throughout the city, where hearths remain lit day and night to fend off the chill. Be careful moving around the Canopy during this time, as the branchroads can get awfully slippery!

The following chorus of Deepchime signals the start of the bitterest cold of the season, when the brachroads are usually covered in snow, and the pace of the city slows as everyone settles in for the winter. A few hardy vines and bushes that grow in winter are cultivated for decorative greenery. Still, the general view of the city is bleak as Alderheart's barren, snow-covered branches loom hauntingly through the long, still nights. Up in the prestigious Canopy district, magical and mundane fires are used to keep homes warm, while in the Roots and Trunk districts, most homes are well insulated by the Evertree's thick bark or the ground. While the city is at its quietest, daring young Alderites go sledding on the frozen brachroads. The celebration of Glowingtide is held during this season, and throughout the holiday, the Evertree is lit by all sorts of lights, both for warmth and to help keep folks in good cheer through the coldest nights of the year.

Finally, the cold begins to abate during the chorus of Deepstill, which fills Alderites with anticipation for the new spring and helps to lighten the mood in the last days of winter. By the end of the chorus, the ice covering the brachroads starts to thaw, and folks in the city begin preparing for spring and the new song to come.

*As the Fading arrives,
I prepare to leave for Firnveldt*





HOLIDAYS IN ALDERHEART

As Alderheart holds a lot of influence over the culture in Humblewood, it's not surprising that its most prominent holidays are observed outside the city as well. Still, in this humble traveler's opinion, these grand festivities are best experienced among the throngs of revelers in Humblewood's capital, where the energy of the crowds is unmatched.

FIRST BLOSSOM

1st to 6th of Glimmercall. First Blossom celebrates the return of Ardea's warmth. It starts on the 1st of Glimmercall. For five days, the city bustles as folks partake in traditional dances, choral performances, and dedication ceremonies for hatchlings born in the past year, all in honor of the Dawnmother.

Throughout these celebrations, the markets are adorned with early spring flowers. Shops sell seedcakes and sweet buns decorated with floral designs. No one works on the last day of the festival, and people hold great feasts in their homes. Young and old alike share their hopes for the song to come. The celebration continues until the sun sets on this last day, when Tyton, Amaranthine of the night, draws the curtain on the measure's festivities. Celebrating any later than this risks causing offense to the Nightfather, whose gentle darkness is just as important to life in the forest as the Dawnmother's radiance. A hush falls over the city until the following morning when life resumes as normal.

FOUNDING DAY

30th of Glimmercall. The Founding Day holiday celebrates the founding of Alderheart. In public squares across the city, actors portray the struggle against the First Bandit Coalition, the creation of Alderheart, and the subsequent victory over the bandits. Two of the founders, Grido Snowtarn and Ferro Keer, are typically the heroes of these performances. Recently, concerns have been raised about the accuracy of the retellings. Many performances play up the ferocity of the Robber King and the bravery of the Perch Guard. I'd advise you to visit the Museum of Alderheart to get the full story. Entrance is free to all on Founding Day. At the Museum, Scholars share less dramatic but more authentic accounts of Alderheart's foundation.

SEEDSGIFT

1st to 7th of Gimmerhush. The late spring festival of Seedsgift starts on the 1st of Glimmerhush and lasts for six days. This traditional farmers' festival pays homage to Hanera, the Amaranthine of plants and the soil, and celebrates the sowing of new seeds. Elaborate displays of dried crops from the previous year are hung on tall beribboned poles to encourage a fruitful harvest.

This holiday features nights of dancing, carnival games, musical performances, and sweetseeds, a candy made from balls of seeds stuck together with honey. Sweetseeds are a favorite among youngsters, but there's also a kind made with seeds that have first been soaked in mead for adults. Be sure not to get the two confused if you are traveling with kids!

FESTIVAL OF CHAMPIONS

5th to 11th of Rayswell. This large celebration announces the arrival of the Rising Verse of summer and is one of the most popular holidays in Alderheart. From the 5th to the 11th of Rayswell, daily contests are held honoring the Amaranthine Gaspard, who inspires others to follow his courageous example. Those wishing to prove their courage and skill compete in jousts, archery, and sword fighting.

Each of the first five days of the festivities is dedicated to one of Gaspard's five trusted companions, showcasing events that reflect each companion's talents. On the fifth day, a duel with light foils is held and is considered the highlight of the celebration. This day honors Denell of the Blossoming Blade, a Jerbeen swordmaster who first trained Gaspard in the art of dueling.

At each event, you can find flags and cheering horns marked with the heraldry of your chosen contender for sale. There's nothing quite like watching a heated joust—the energy in the air is electric, and the cheers roar like thunder! After each tournament, great feasts and celebrations carry on into the evening, and everyone, winner and loser, is treated to some of the best food, drink, and music in the city. The sixth day is devoted to Gaspard himself, and a grand ceremony celebrates the contest winners, where each is rewarded with a magic item.

FARROSMARCH

26th of Rayswell. The Farrosmarch parade is held on the 26th day of Rayswell in honor of the raptor huntress Farro Keer, founder of the Perch Guard. The Perch Guard parades through the Canopy along the Mainstay branchroad. It is quite the sight with their shining armor and their spears held high with banners waving proudly. The procession ends at the Bramble Gate, where the Captain of the Guard makes a speech to the assembled crowd. The Canopy is packed with folk on this day, but it is not observed with much fervor elsewhere in Alderheart.

GESME'S ASCENT

3rd of Raytrill. A commemoration of Gesme's flight to steal fire from the sun, the Ascent takes place on the 3rd of Raytrill and finishes with the holiday of Gesme's Gift the following day. On this night, youngsters are sent on a mock reenactment of Gesme's flight. First, they are given sticks to carry up to a plaza high in the Canopy. There a large brazier representing the sun awaits them. All other lights in the city are extinguished or covered. After lighting their torches, the youngsters race back to festival squares near their homes to light many smaller braziers. In the flickering light, storytellers recount legends of the Amaranthines. These festival squares also have games and dancing for all to enjoy. Sparksticks, slow-burning thin twigs that sparkle with colored light, are popular with young and old.

GESME'S GIFT

4th of Raytrill. The morning after the celebrations of Gesme's Ascent, its twin holiday of Gesme's Gift begins without any interruption in the festivities. The flames lit by youngsters the previous evening are tended through the night by priests, just as the folk of the Wood tend the flame of knowledge given by Gesme. Until the end of the celebrations, anyone is welcome to sit in on free lectures given by scholars and craftspeople

around the city. Children who participated in the previous evening's revels are encouraged to learn something new, and some even choose to follow a mentor for the day.

That night, the festivities are concluded with feasts around the braziers. The fires are finally extinguished by priests of Gesme, who douse them with water poured from ceremonial pitchers. According to the priesthood, this serves to remind us that Gesme's flame of knowledge must be handled with prudence, for just as a wildfire can consume a forest, so too can a restless mind consume itself.

FESTIVAL OF GUILDS

13th to the 21st of Raycrest. One of the highlights of the summer season is the Festival of Guilds. In this nine-day-long celebration from the 13th to the 21st of Raycrest, Alderheart's most prominent guilds showcase their skills. Not every guild has a whole day dedicated to them, but the festival as a whole salutes the work of every guild in the city. Each guildhall opens its doors to the public, demonstrates its work, and shows off its contributions to the community. Depending on the guild, this can include games for youngsters, special performances of crafting, and prizes to be won in guessing games and raffles. Some of the highlights of the festival are:

Day of Delights. The festival begins with the Day of Delights on the 13th of Raycrest. In honor of the Gourmands' Guild, every guild-affiliated tavern, cookhouse, and eatery in Alderheart offers free samples and discounts on their signature dishes. Whether you're a local or a visitor, this is a perfect time to explore the tastes of the city.

The Golden Gala. On the 14th of Raycrest, the Merchants' and Cartwrights' Guilds band together to lead a great parade through the city. Beginning in the Trunk Market and winding up the Mainstay branchroad to the Merchants' Guild headquarters in the Canopy, the Golden Parade displays wealth and extravagance with colorful floats that shower the crowds with noisemakers, trinkets, and dried flower petals. In the evening, the Merchants' Guild sponsors an exclusive party in the Canopy, the eponymous Golden Gala. Tickets for the Gala always sell out well before the event, and the price is prohibitive to all but the wealthiest Alderites.

The Unburdening. Coming on the heels of the Golden Gala, the 15th of Raycrest marks the Unburdening. This event, sponsored by the Cartwrights' Guild, gives every beast of burden and working animal in the city a day off. Folks are encouraged to spend the day with their animal companions. Whenever I'm in town for the Unburdening, I close my shop for the day to show Bello around the city's parks and spend some quality time with my wooly friend.

The Alderheart Rush. The Firefighters' Guild organizes an unusual vertical race on the 16th of Raycrest. Anyone can sign up for the race, but Firefighters' Guild members compete while carrying buckets of water. The course runs from the Entry Junction up to one of the Observatories in the Canopy, where a huge cauldron is set up for the firefighters to pour their water into. Once the cauldron is full, the race is declared over. Most racers run the course up and down once, but firefighters run it several times until the cauldron is filled. Folks line the raceway to cheer them on, and the event ends (as most

Firefighters' Guild events do) with a party. A few dedicated athletes take part in this event and Fleetflight on the following day, earning respect and a special medal minted by the Smiths' Guild for participating in both races.

Fleetflight. Held on the 17th of Raycrest, Fleetflight is a day that honors the Couriers' Guild. The day's highlight is a long and winding foot race designed to test the public's knowledge of city routes. Teams from the various courier companies also compete, earning prestige for a good showing. The winners receive a substantial prize, and members of the public who manage to complete the course swiftly are usually scouted by one or more companies operating under the Couriers' Guild.

Guildgather. The 18th of Raycrest is a day to celebrate the lesser-known guilds of Alderheart at an event called Guildgather. The smaller guilds pool their resources to display their work in a collective showcase in the Council Plaza. You can discover many fascinating industries ranging from the ancient Ink Maker's Guild to the recently formed Guild of Spectacle Crafters. Alderheart's extraordinary variety of guilds encompasses lantern lighters, playing card crafters, sculptors, utensil makers, feather and fur preeners, basket weavers, cartographers, candle makers, and dozens more. There are far too many guilds to list in full, so I encourage you to discover them for yourself at Guildgather.

Emberspark. The Smiths' Guild holds a large demonstration of their work, known as Emberspark, on the 19th of Raycrest. A huge display is established in the Canopy Market, where metal refiners and smiths from the guild show off their craftsmanship. Should you find yourself with armor that needs patching or dull weapons, smiths offer their repair services for a reduced rate during the festivities.

Treethanks. On the 20th of Raycrest, the Shaper's Guild offers guided tours to show off the latest shaping in the city. Apprentice tree-shapers present small sculptures shaped from saplings over the past year in a public display in the Trunk Market. This is also a day of cleaning out of respect for the Evertree that houses the city. Alderites, particularly those who live in shaped homes, clean their living spaces, and the Shaper's Guild organizes a sweeping of the branchroads.

The Grand Imagining. On the festival's last day, the 21st of Raycrest, a grand fair is held to showcase the wondrous new innovations from the Inventors' Guild. The Grand Imagining celebrates ingenuity in all its forms, and the highest-ranking members of the Inventors' Guild make it their responsibility to judge crafting fairs held all over town. This includes the largest scroungecraft fair in Humblewood, organized in partnership with numerous mapach communities. Winning here can lead to an apprenticeship with the Inventors' Guild, as well as potentially lucrative investment opportunities. Last year, I saw an inventor demonstrate a self-powered cart propelled by slimes dashing up miniature "water" wheels.

FOOL'S FROLICK

30th of Raycrest. The last day of Raycrest marks the turning of the seasons, as the warmth of summer gives way to the chill of fall. The city holds a grand festival to honor the Amaranthine Clhuran, who governs change, both good and ill. In the tradition of this holiday, citizens play tricks on one

another, acting as foolishly as possible within the bounds of the law. Festive Alderites can be seen wearing outlandish jester hats throughout the day. Many shops are closed, but those that remain open sell their wares at outrageous prices in honor of the celebration. Alderites know not to conduct serious business or make any deals on this day, as it is well known that everything during this day is done in jest.

TREE'S BOUNTY

10th of Shadesigh. Tree's Bounty is a grand harvest festival observed in early fall, on the 10th day of Shadesigh. It is a time for cheer, in which gifts are exchanged in the spirit of generosity between friends and loved ones. This holiday pays homage to the Amaranthines closely connected to growth and plants: Ardea, Cairith, Hanera, and Henwin. The image of each Amaranthine is shaped into decorative gourds using the same gentle magic used to shape the Evertree. These gourds are lit from within by jars of brightbeetles. Visit the Canopy Market at night to see the most stunning displays. The gourds remain in a place for up to 10 days after the festival, though they are removed when they begin to rot. Take it from me; whether or not you hail from Alderheart, it's your civic duty to report when those gourds start smelling overly ripe!

WINDSTREK

Variable Date in Shadetoll. In the blustery autumn chorus of Shadetoll, Alderites celebrate the holiday known as Windstrek. This is the holiday of travelers, who are watched over by the Amaranthine Reya, and participants embark on a journey to a place they've never been. This can be a place within the city or farther afield. The date of the festival changes each year based on observations of the clouds and winds. The priests of Reya announce the exact dates of Windstrek around the end of Shadesigh to give participants time to prepare. Though most Windstrek pilgrims take ten days for their journey, some devoted souls choose to take even longer voyages. Upon their return, travelers are expected to tell stories of their journey. On the last day of Windstrek, many taverns and public houses remain open, providing one day of free food and lodging to travelers returning from, or embarking on new journeys. Starting a long journey or major projects during the ten days of Windstrek is considered auspicious.

THE GLOAMING

30th of Shadesway. Honoring the moment when Ardea hands dominion of the seasons over to Tyton, the Gloaming is an eerie holiday beloved by younglings throughout the city. It takes place on the 30th of Shadesway when the shadows grow long, and a chill wind whips through Alderheart's branches. On this day, it is said that Tyton sends his spectral owl servants to scour the Wood and look for souls to carry across to the lands of death. According to the old stories, the only way to avoid being taken is to disguise oneself as these nether spirits to trick them and avoid their attention. Folks gather in their costumes and hold celebrations throughout the night, sharing eerie tales of ghosts and spirits. Accompanying Tyton's spectral owls, apparitions are said to cross over from beyond the veil of death, haunting those who disrespect the dead.

ALTUS' VIGIL

Variable Date in Winter. Altus' Vigil is a ritual observance first that was first brought to Alderheart by strigs from the Crest Mountains. It is still widely observed among their descendants and those dedicated to Altus. This solemn holiday honors Altus' flight from the lands of night and death, bringing winter back with him. The date varies from year to year and place to place, but in Alderheart it often falls in late Deepdraw. On the night of the first snowfall, observers gather outdoors and stand watch all night, waiting for the sunrise. This watch is held in perfect silence to commemorate the silence of death that Altus flew through. As the sun rises, participants turn to one another and grasp arms, exchanging vows of perseverance and intentions for the coming season. The morning after Altus' Vigil is marked by a day of boisterous games that test the players' endurance, and custom dictates that any meals served on this day be simple and hearty.

GLOWINGTIDE

21st to 30th of Deepchime. A festival of light and warmth in winter, Glowingtide is a holiday observed by folk all across Humblewood. Spanning from the 21st to the 30th of Deepchime, this ten-day celebration sees the Great Tree City lit top to bottom by thousands of small lights in windows, storefronts, and doorways. Alderites light up their homes with candles and brightbeetles, while public displays include

magical lights and lanterns made from luminescent slime. Glowingtide is a time to share the light and warmth of the Dawnmother and to spread charity and good cheer to all. On the last day, great feasts are held in Ardea's honor up and down the whole city. If you are in the city at Glowingtide, don't be shy about attending these feasts. There is enough food for everyone! Winters in the city may be cold, but this holiday shows the warmth of Alderheart's people.

THE WAKING

30th of Deepstill to 1st of Glimmerbreath. On the 30th of Deepstill, Alderites celebrate the Waking in anticipation of the stirring of the Wood from winter and the coming of the next song's spring. The Waking is a time for Alderites to reflect on the song nearly ended and rejoice for the new song to come. It also marks the end to the coldest and darkest part of the song, when Altus returns to the lands of death, taking winter with him. Strigs say that those who have made it this far have passed the test of the worst of Altus' winter (even if winter hasn't truly given up its hold on the city quite yet in some songs). The Waking is marked with a night of feasting that carries over into the next day. Many shops and businesses are closed on the 1st of Glimmerbreath, known as "Waking Day," and most folks spend the day with their families.

Risa Hulett



A Farewell From the Author

Alderheart is a multifaceted city. Though I've only provided you with a glimpse of the Great Tree City's wonders, I hope you've found the knowledge I collected over my many stays to be useful or at least entertaining. If you ever visit, I'm sure there'll be even more for you to discover, as the Great Tree City is alive and changing every day!

To the one in possession of this modest guide to Alderheart, I, Jonall, hope you enjoyed my account of the Great Tree City. Should you ever have the good fortune to visit the city in the summer months and find yourself in need of supplies, gear, or another guidebook, look for the tent marked "Hannu's Provisions" in the Canopy Market!

May you find safe footing wherever you roam, may your torches burn bright to stave off the gloam, and may the roads you travel lead you back home.

*Fond farewells from myself and Bello,
Jonall Hannu*

Lauren Henderson





Tales From The Wood

WHAT TALES WILL YOU TELL?

The Tales From The Wood are a series of short, self-contained adventures which can be completed over one or multiple sessions, depending on your players and GM style. Each adventure can be enjoyed on its own as a one-shot introduction to Humblewood or added to an existing Humblewood game. Should you desire, you can change the locations or story elements present in an adventure to suit the pace and tone of your game. You can even break these adventures up and use them as pieces to build your own custom campaign.

This section contains the following five adventures, organized by their suggested character level:

The Wind-Touched was written by Dominik Parisien and tells the story of a curious occurrence in the normally quiet town of Marshview, where a local jerbeen is rumored to have gained the power of flight. At the same time, a great monstrosity has begun to terrorize the trade roads around the city. Could the two be related? This charming adventure is perfect for a party of 3rd-level characters.

The Wakewyrm's Fury was Hit Point Press' contribution to 2020's Free RPG Day. It features an exciting trek through an enormous sea cave near Saltar's Port, where pirate poachers have hidden themselves away from the local authorities. Tricks, traps, and a fearsome beast await! Woe betides those who earn

the wakewyrm's fury. This daring expedition is well suited to a party of 5th-level characters.

The Seahawk was penned by James Haeck and centers around a mysterious series of events in Saltar's Port. It all begins when a thunderstorm knocks a traveling raptor from the sky, and a mysterious ship docks at the harbor. Who are the shadowy strangers which emerged from that boat, and what do they want with the Seahawk? This noir mystery is full of thrills and chills for a party of 5th-level characters.

Hunt For the Loper is a tale by Jordan Richer and begins as an errand to the quaint hunting outpost of Reya's Watch. The party follows rumors of a fantastical beast known only as "The Loper," which is said to have been sighted in the forest. Little do they know that what stalks the woods is far stranger than anything they could imagine! This wild adventure was crafted for a party of characters between 4th and 6th-level.

Finally, **Descent into the Dark**, a story by Holly Conrad, plunges the players right into the action as they witness a slime attack in the Great Tree City of Alderheart. Following the trail leads the party all the way down to the city's roots, where a strange infestation of slimes has taken hold and must be dealt with before they endanger the city. This epic quest was designed for a party of 7th-level characters.



How to Use These Adventures



To run the Tales From The Wood, you will need access to the 5th Edition Core Rules. Everything else you need is provided in this book, though having access to the Humblewood Campaign Setting book will help you get the most out of your Humblewood games.

Information formatted in a box like this should be read out loud or paraphrased for players when the party arrives at the appropriate point in the adventure.

Information formatted in a box like this is additional background information to help shape the campaign. This information is meant for GMs but can be revealed to the players when necessary.

Bold red text references other sections within this book. Any monster stat block included in this book is identified by **bold blue text** and can be found in **Appendix A: Bestiary**. NPCs appear in **bold green text**, and their statistics can be found in **Appendix B: Non-Player Characters**. Any monster or NPC stat block in **bold purple text** can be found in the 5th Edition Core Rules. Magic items and spells found in the 5th Edition Core Rules appear in *italics*. New Humblewood magic items and spells also appear in *italics* and are marked with an asterisk * to indicate their details can be found in **Appendix C: Magic Items** and **Appendix D: Spells**.

RUNNING THE GAME

Each of these adventures is designed for a balanced party of four players. If your group has more or fewer players, consider adding or removing enemies or adjusting the monsters' hit points in each encounter to provide an appropriate challenge.

Character Advancement. At the end of each session, award Experience Points (XP) to player characters based on

the number of foes they faced in combat, according to the 5th Edition Core Rules. In some adventures, additional XP can be earned by completing certain objectives.

Alternatively, you can choose to follow the milestone rules for leveling, where characters level up automatically after completing key story moments. If you are using milestone rules, have players level their characters up as part of the adventure's conclusion. If you are running the adventures as one-shots rather than as part of an ongoing campaign, you can have player characters level up when they complete the second part of any adventure with a three-part structure. This can help boost the power of a party before they tackle the story's climax and reward the players.

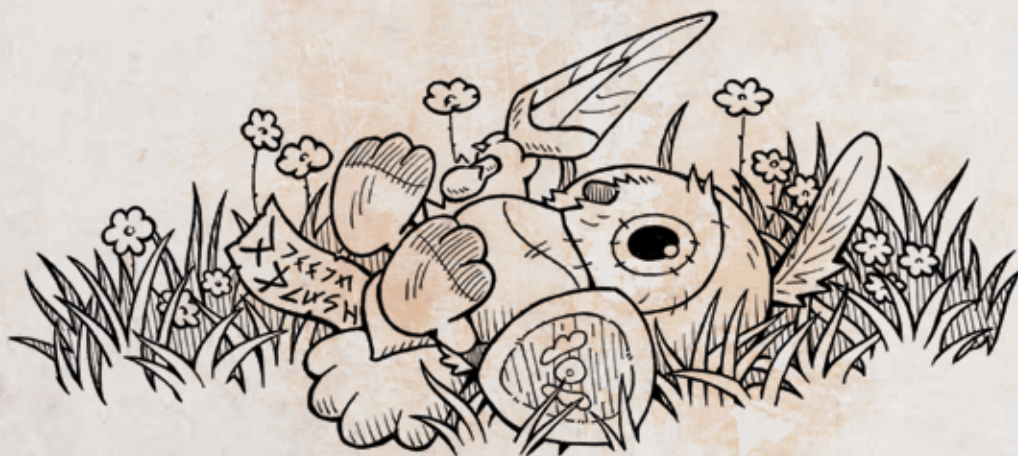
ADDITIONAL RESOURCES

While this book, in combination with the Core Rules, contains everything you need to run these exciting Humblewood adventures, there is much more to discover. Here are some additional resources that you can use to help enhance your Humblewood gaming experience:

Monster and NPC Cards. In addition to their entries in the Appendices, the Humblewood monsters and NPCs exclusive to these adventures are available as reference cards for quick and easy use at the game table.

Premade Characters. The four premade character sheets originally released with the Free RPG Day release of The Wakewyrms' Fury have been included in **Appendix E: Ready-to-Play Characters** of this book. These 5th-level characters can be used to quickly set up one-shot adventures, as an aid to help new players get comfortable with the game, or as inspiration for creating your own Humblewood characters.

If you'd like to continue questing in the world of Everden, visit www.humblewood.com to find out more about the Humblewood Campaign Setting book, reference cards, free resources to enhance your game, and more!



The Wind-Touched

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INTRODUCTION

She was flying! For one terrible moment, the young jerbeen thought she might float all the way up, nearer and nearer to the sun, until she singed her fur like the great Amaranthine Gesme did her wings. But no, Tempa Greenkeeper realized, she was slowing her ascent at will. Tempa stretched her arms out and saw she could control her momentum. She tilted her body, tried a little dip, then a somersault for good measure. Her head spun, but the feeling was incredible. It was all so easy!

Tempa burst out laughing and bolted upward. Far below, she saw the wagon with its broken wheel, tilted to one side. She knew she ought to stay close, but the sky called out to her. Who had ever heard of a flying jerbeen? She flew higher still. From her new vantage point, she saw the Mokka Fields stretching out in every direction, and the perch of Marshview, and the forest, and beyond that...was that Saltar's Port? The world seemed both impossibly large and incredibly small at the same time. It had taken her some time to walk through the Mokka Fields to the wagon, but now she could traverse them so quickly. The wagon could wait, she decided. She needed a better look at Marshview. Even after three years, the perch still felt new to her.

Tempa darted in the direction of home. The wind was bitterly cold against her cheeks. Near the edge of Marshview, Tempa came closer to the ground. More than anything, she wanted to see the perch from up high, but it wouldn't do for anyone to see her. She carefully flew to the forest's edge, where there would be adequate cover and a good view. When she found the perfect tree, she landed with a flourish on a thick branch and giggled at the tiny people and their tiny homes. It was all so beautiful and strange!

Below Tempa, a series of gasps erupted. A family of four mapachs scavenging for mushrooms looked up at her, their faces frozen in expressions of shock and awe.

"Oh dear," Tempa said, and she flew off back to the Mokka Fields and the wagon.

OVERVIEW

The Wind-Touched is an adventure for four 3rd-level characters that takes them to a secluded perch in Humblewood. The story centers around Marshview, a once-quiet village nestled between the Mokka Fields and the Talongrip Coast. Marshview is experiencing an unprecedented number of travelers due to a growing rumor that a young jerbeen called Tempa Greenkeeper is Wind-Touched.

This adventure is split into three parts. In **Part 1: The Wind Calls**, the Inquisitors of Gesme summon the party to investigate, appointing them Deputy Inquisitors, and they begin the treacherous journey to Marshview. On the way to Marshview, the party is attacked by a dangerous, flying snake-like creature called an amphithere.

In **Part 2: A Once-Quiet Place**, the party arrives in Marshview, engages with locals, and sees firsthand how Marshview is being affected by the flood of new arrivals. They encounter an angry crowd outside the Greenkeeper home and must contend with bandits attempting to kidnap members of the Wind-Touched's family.

Finally, in **Part 3: A Flight to Remember**, the adventurers witness Tempa perform her blessing to a large crowd, but it is interrupted by the amphithere. After a pursuit, the party engages with Tempa and the creature and discovers the true source of Tempa's powers: an infant amphithere.

BACKGROUND

Humblewood is home to many clandestine organizations, but few are quite so reclusive or enduring as the Inquisitors of Gesme, the guardians of the true path and dispellers of false idolatry. Once a powerful force during the founding of Alderheart, the Inquisitors have diminished in number and influence, clinging to a few ancient rights granted to them in more radical times and the limited support of a few conservative Council members. Their leverage is bolstered by a network of militant informants and a few powerful members who can bend the law in their favor when needed.

Whenever a challenge to the Amaranthine traditions presents itself, the Order of Inquisitors takes up the task of snuffing out the threat or curtailing its influence. In so doing, they have silently but persistently maintained their religious position over centuries. Recent years have seen new threats to the status quo in the form of the Wind-Touched, bird-folk individuals blessed by the Amaranthines who



have become the seeds for new cults and religious dissidence. The Inquisitors of Gesme suffer no Wind-Touched to ascend to the heights of prominence, lest they divert worship away from the Amaranthines and threaten the position of the Order.

THE WIND-TOUCHED

The title of Wind-Touched is bestowed on birdfolk who are believed to have been blessed by the wind. They may be marked with unusual feather patterns or have survived a devastating event in their childhood. Typically, the Wind-Touched feel most at home in the high canopy and are graceful and acrobatic, often displaying abilities beyond those of normal birdfolk. Some in Humblewood treat the idea of being Wind-Touched as nothing more than superstition, while others believe they are truly blessed by the wind and see them as sacred figures. Until now, only birdfolk have been considered Wind-Touched. For a jerbeen such as Tempa to be Wind-Touched is unheard of. More information on the Wind-Touched background is available under New Backgrounds in the Humblewood Campaign Setting book, but it is not necessary to run this adventure.

RUNNING THIS ADVENTURE

KEY CHARACTERS

GRAND INQUISITOR PHOROSFEATHER [HE/HIM]

Grand Inquisitor Phorosfeather is an older mistral raptor with narrowed eyes and a perpetual frown. Highly perceptive and suspicious by nature, he is the leader of the Inquisitors of Gesme, an ancient Order in Alderheart with fiercely traditional religious beliefs. The Inquisitors are particularly driven to preserve the truth of the Amaranthines as they view it and dispel false idolatry, which includes legends that emerge around those who are Wind-Touched. Because of this, he views Tempa Greenkeeper's growing legend as a serious threat.

TEMPA GREENKEEPER [SHE/HER]

Tempa Greenkeeper is a slight and bombastic teenage jerbeen with a flair for performance. She joined her distant relatives in Marshview after the death of her parents three years ago and has been deeply devoted to her family and her new community ever since. Recently, due to her uncanny ability to fly, she has been swept up in gossip that claims she is Wind-Touched, a rumor that has attracted a veritable flock of believers to Marshview to receive her blessings.

GERMAINE GREENKEEPER [HE/HIM]

AND THE GREENKEEPER FAMILY

Germaine Greenkeeper is a wizened and kind jerbeen and the head of the Greenkeeper family, Tempa's relatives. The sprawling family has inhabited Marshview for more than a century and are known for their large farm and their prized squashes and tomatoes. Though the Greenkeepers are caring and supportive of their community, they have recently isolated themselves due to the Wind-Touched situation. Germaine and the rest of his family use the **jerbeen commoner** stat block. Germaine is neutral good.

ORN PROUDBEAK [HE/HIM]

Orn Proudbeak is an old, doubled-over huden gallus who walks with a cane. A farmer, he owns the land at the entrance of Marshview. He is a highly opinionated bird who despises the current state of their village. Although he has a particular hatred for the innkeeper, Elora Quickwit, and a generally surly demeanor, Orn is actually a caring resident who is preoccupied with how the Wind-Touched business is affecting the Greenkeeper family and Tempa herself.

ELORA QUICKWIT [SHE/HER]

Elora Quickwit is a thin, middle-aged kindled corvum and the owner of Moss Hall, the local inn. Since she gained ownership of the inn, she has been involved in a number of disreputable schemes. Though most of the locals detest her, the perch is too small to boycott her establishment, and she has close ties with Sergeant Burlywhirl of the local Perch Guard. She is heavily invested in the Wind-Touched situation as it is providing her with an incredible surge in business.

SERGEANT BURLYWHIRL [HE/HIM]

The head of Marshview's Perch Guard, Sergeant **Burlywhirl**, is a regular at Moss Hall. He is a middle-aged strig with a fondness for ale. He is inclined to think well of Elora Quickwit, despite her schemes, as she keeps him well supplied with drinks and has not called in his tab.

THE PILGRIMS

The pilgrims consist of numerous birdfolk and humblefolk who have traveled from across Humblewood to receive Tempa's blessing. Most are commoners and tradespeople, but all are convinced Tempa's blessing will bring them good fortune and improve their various troubles. The pilgrims either use the stat block for a **jerbeen commoner** or **birdfolk farmer**.

ADVENTURE HOOKS

You can use one of the following plot hooks to engage the player characters in the story or create one of your own.

THE INQUISITORS OF GESME

Grand Inquisitor Phorosfeather has sent a letter to the party by birdfolk courier requesting they meet with him at once, but it does not provide directions. His letter reads:

Adventurers, your righteous deeds in service to the realm have marked you worthy of our gaze, and now the ancient and noble Order of the Inquisitors of Gesme has need of your services on a matter of utmost importance: the very soul of Humblewood is at stake. Your presence is requested at our most sacred sanctum, the Great Hall of Gesme, located in Alderheart. Make haste.

Look to the Amaranthines,

Inquisitor Phorosfeather

UNCLE ORN

One of the characters receives a letter from an old friend of one of their parents or grandparents. **Orn Proudbeak** (or as the character might know him, “Uncle Orn” or “Old Man Proudbeak”) hasn’t spoken to the character in over a decade but is aware that they have grown into an adventurer of some repute. He beseeches them for their help in dealing with an overwhelming flood of pilgrims coming to his small village. The letter is light on details but heavy on complaints about the visitors, including “trampling on my potatoes” and “filling up the square with their cult-of-the-wind nonsense.”

If you use this adventure hook, proceed directly to

Traveling to Marshview in **Part 1**.

CONSPIRACY THEORIES

While shopping in Alderheart, the characters become trapped in a conversation with a nervous corvum in his small shop. The corvum rambles at length about signs of the coming end of days and, quite curiously, reports of a flying jerbeen. He insists the “Lord in the Great Hall of Gesme” has need of adventurers and that the Inquisitors of Gesme will reward them handsomely for their help. If the party shows any interest, the corvum provides them with directions to his colleague, the gallus shopkeep who guards the entrance to the hall of the Order (see **The Great Hall of Gesme**).

Paul Scott Canavan

Tempa Greenkeeper



Part 1: The Wind Calls



THE GREAT HALL OF GESME

The Great Hall of Gesme is not located on any map of Alderheart, and almost no one the party asks can provide useful directions. Even guards in the metropolis are unaware of the Order's exact location. A successful DC 13 Intelligence (History) or Intelligence (Religion) check reminds players that priests of the Amaranthines have always maintained close ties with the Inquisitors and that the elder clergy should be able to direct the party to the hall. Players can also ask the Birdfolk Council for directions, although members of the Council are clearly uncomfortable discussing the Inquisitors, explaining simply that they are a relic of a bygone era. Should the characters not succeed on their checks or not think to ask the priests or the Council, if they speak with 3d4, residents of Alderheart they will eventually meet one who can direct them, though this takes at least an hour.

Players can find the Great Hall of Gesme in a dark knot-hole near the edges of the marketplace near the lower part of the Trunk, beside a rundown shop selling religious texts and pamphlets.

On the edge of the marketplace, an ill-kept shop with stacks of yellowed parchments and musty books stands alone. The documents on display range from prophecies of spiritual doom to esoteric treatises on the nature of the Amaranthines. The shopkeep, a middle-aged gallus dressed in a thin, ragged, yellow robe, offers a curt greeting. "He's been expecting you. Don't keep him waiting." The shopkeep walks over to a dark corner next to a pile of books and runs a hand over the wall. The bark shifts to the side, revealing itself to be a dark curtain, and the shopkeep beckons you into the Great Hall of Gesme.

The hall is not impressive or grand. Inside, the long and narrow path is dimly lit by small candles set on top of natural ridges in the wood. Many ancient books are piled against both walls, some stacks reaching from floor to ceiling, making the space even more cramped. Farther down, the path opens into a large, packed, brightly lit room. Here, books cover the walls, and high stacks of them divide the room, leaving space for two desks in either corner and a table in the center surrounded by chairs. All of the furniture looks old and worn. The only figure in the room, **Grand Inquisitor Phorosfeather**, is seated at the farthest desk. He points ritualistically to the table and doesn't speak until the party is seated. When they do sit, he proudly declares:

"You have answered the call of the Amaranthines! Now all other tasks and preoccupations in your lives have become meaningless compared to the spiritual journey upon which our glorious Order will set you!"

The Grand Inquisitor is a pompous bureaucrat with an inflated sense of the Inquisitors' importance who details the purpose of the Order and his mission for the party at length and with unnecessary detail. He explains that the Inquisitors are an ancient organization in Alderheart, tasked since the city's founding with upholding proper worship of the Amaranthines and dispelling cults and legends that detract from that worship. This includes investigating claims of people being **Wind-Touched**. Although some individuals can indeed be blessed by the Amaranthines in this way, it is the Order's firm belief that the legends that often surround the Wind-Touched corrupt people's faith.

Phorosfeather recently received troubling news of pilgrims traveling to Marshview to meet a young Wind-Touched jerbeen, Tempa Greenkeeper, who supposedly has the ability to fly. The Grand Inquisitor is entirely convinced it is a hoax, as only birdfolk can truly be Wind-Touched, but her reputation is growing quickly, so the Inquisitors need to act. Since the Order has few active members, Phorosfeather requests the party investigate and expose Tempa's hoax. He gives the party a badge marking them as Deputy Inquisitors and explains that guards will overlook minor indiscretions during their mission, but the seals won't protect them if they kill or severely injure anyone. Moreover, killing Tempa Greenkeeper would only make her a martyr and fan the flames of her legend, whether or not she is legitimately Wind-Touched.

The Grand Inquisitor has learned that a group of pilgrims in the Market District is set to leave Alderheart shortly to visit Tempa, and he requests the party join them and accompany the group to Marshview. The party can join the pilgrims in any capacity they wish, presenting themselves as pilgrims, heroes of Humblewood, traveling merchants, Deputy Inquisitors, or anything else.

WIND-TOUCHED CHARACTERS

If one of the characters has the Wind-Touched background, Grand Inquisitor Phorosfeather is highly suspicious of them, but he still recognizes that their role in preserving the Wood fits with the unusual characteristics of the genuinely Wind-Touched. However, he refuses to grant them any special reverence. In fact, he hints that the Inquisitors already have a file on the character.

TRAVELING TO MARSHVIEW

The party can choose to leave for Marshview with the pilgrims or set out on their own. Marshview is a small town nestled between the Talongrip Coast and the Mokka Fields, south of Alderheart and west of Saltar's Port. The journey to the remote village is long, and the only real option is the main road, as the foliage is much too dense and the travel time much too long to cut through the forest.

The pilgrim caravan is mostly made up of poor birdfolk and humblefolk refugees who settled in Alderheart because of the fires, and progress with them is slow due to their numbers and poor physical condition. The few carts they have are burdened with excess passengers. The pilgrims all firmly believe that the Wind-Touched jerbeen's blessing will help them recover their livelihoods and bring good fortune and protection in these troubled times. Many explain that they already feel Tempa Greenkeeper's blessing on the wind, and they are certain that going to Marshview will only improve their lot. As the caravan travels, be sure to roleplay the desperation of the pilgrims to illustrate how much faith they have in the Wind-Touched, despite not knowing much about her. She is a symbol of hope for these desperate people.

After a few days of slow and uneventful travel, the caravan encounters an **amphithere**. The terrifying creature swoops down on the way to Saltar's Port, attacking on a path bordered by forest on one side and plains leading to the coast on the other.

If the party chose to travel without the Alderheart caravan, they encounter another smaller group of pilgrims that was already headed for Marshview just before the amphithere attacks.

There is a piercing shriek in the distance from somewhere high above. The pilgrims halt and turn their eyes to the sky. Another shriek, closer this time. Suddenly, a monstrous creature resembling both a flying fish and a snake swoops down from the sky and makes for one of the pilgrim carts.

The amphithere is an aggressive, seasoned hunter that primarily feeds on large coastal fish and, occasionally, lumbering beasts of the plains. Amphitheres use strong venom to weaken their prey, making it easier to subdue. These flying serpent-like creatures can spray their venom over a wide area, which they usually use to weaken schools of fish. The amphithere uses its poison breath as often as it can and aims to hit the most tightly grouped clusters of creatures. The amphithere's bite is also venomous, and it can deal significant damage by thrashing about with its heavy tail.

Upon hearing the creature approach, pilgrims take shelter inside their covered wagons and underneath carts. They loudly pray to the skies for the Wind-Touched to come to their aid. When the amphithere arrives, there are still 2d4 pilgrims making their way to the safety of their carts.

Four **birdfolk militia** traveling among the procession move to protect the caravan, keeping themselves spread out to avoid the amphithere's poison breath. Each one is armed with a shortbow in addition to a mace. The party, alongside the ragtag militia force, can attempt to draw the amphithere's attention away from the pilgrims by attacking it or otherwise creating a distraction. NPCs can easily be knocked out by the amphithere's poisonous breath, but the creature's venom is made to weaken, not kill, and pilgrims or militia knocked unconscious by the venom can be dragged to safety and revived later.

Hiding under the carts or wagons grants total cover against the amphithere. It is possible to make ranged attacks from under the carts. However, doing this is risky as the amphithere can forgo one of its attacks to attempt a DC 18 Strength check to overturn a cart or wagon, exposing not only the character attacking it but also any pilgrims taking shelter beneath.

The amphithere is fearsome, but it is intelligent enough to know not to risk its life for a meal. Once 60 points of damage have been dealt to the amphithere, it flees, moving as quickly as it can back toward the coast. If the amphithere manages to kill five creatures, it takes one of the bodies for its dinner and flies away. Importantly, ensure the amphithere survives this combat, as it returns in **Part 3: A Flight to Remember**.

By the end of the conflict, several pilgrims are seriously wounded, and some need to be brought to Saltar's Port for medical care, escorted by any surviving birdfolk militia. The rest of the pilgrims insist the group move forward and that the stragglers can meet with them in Marshview at a later time.

Grand Inquisitor
Phorosfeather





MARSHVIEW

1. PROUDBEAK FARM
2. MOSS HALL
3. VILLAGE SQUARE
4. APOTHECARY
5. THE FOREST'S EDGE
6. GREENKEEPER FARM



Sam Key

Part 2: A Once-Quiet Place

» W S S E T E » V T H E V T X » S » S C H A X E

WELCOME TO MARSHVIEW

When the characters arrive in the village of Marshview, they can freely explore the town and speak with its inhabitants. Due to its balance of birdfolk and humblefolk residents, Marshview is an architectural curiosity, with a combination of ground- and tree-based buildings throughout. If entering via the main road, the characters pass **Orn Proudbeak's** farm before proceeding on to the village square and Moss Hall, the inn.

ORN PROUDBEAK'S FARM

Near the entrance to Marshview, characters pass a traditional farm owned by Orn Proudbeak, an old huden gallus farmer. Produce from the farm is sold throughout Marshview and abroad, although few people visit the farm itself due to Orn's infamous ornery character.

As the party passes, Orn Proudbeak walks over from his farm and pauses on the road beside the newcomers, where he greets them by banging his wooden cane dramatically on a large stone.

He delivers the following greeting:

"Welcome, fools and failures, to Marshview. Our humble perch has no need of your coin or your misplaced worship, but no doubt you'll offer up both anyway. Our despicable innkeeper, Elora Quickwit, will be happy to swindle you during your stay at Marshview's only inn. Should the light of Gesme inspire you with divine insight as to the folly of your journey, consider purchasing a few of my excellent vegetables before going back the way you came."

If the party was summoned to Marshview by Orn's letter, Orn recognizes the character whom he wrote to for help and greets them:

"Still so slow to help your elders, I see. Do you have any idea how many letters I had to send? More than half you kids didn't even write back, and those who did became cobblers and tailors and fletchers. All too busy to help anyhow. Dark times indeed where I need to reach out like this. And you, an adventurer, who would have imagined? At least you actually went and made something of yourself. It isn't saying much, but it's something, at least. So, are you going to fix this Wind-Touched foolery or not?"

If the party informs Orn of why they're in Marshview, or if the party came at his behest, he offers the use of his home to the adventurers at no cost, in part to spite Elora. Otherwise, he directs the party to Moss Hall. Orn is a font of knowledge on Marshview (all of it tinged with his personal opinions). He happily provides important information regarding the perch and its denizens to the party.

Orn Proudbeak



He also offers the following perspectives:

- ♣ **Marshview Is Falling Apart.** The small village can't support this many people. Soon, the weight of this many visitors will drain the granary, and the village will face a brutally hard winter. Sadly, it seems only Elora and a few of the shopkeepers are seeing any upside to this situation.
- ♣ **Elora Is to Blame.** Orn does not mince words when it comes to Elora Quickwit. He considers her a crook and a cheat, accusing her of everything from outright theft to baking bread with sawdust. Moreover, he blames one of Elora's schemes for Marshview's current upheaval.
- ♣ **Tempa Is a Good Girl.** Though Orn finds her too bombastic, he has a fondness for the young jerbeen. She has frequently come to help on his farm and has even stayed afterward to play checkers with him, which has done much to soften his curmudgeonly heart.

For the last few weeks, Tempa has spent her time deep in the forest, only emerging to perform blessings or address the growing numbers of pilgrims. Orn can't fathom why she would play into this scheme so readily.

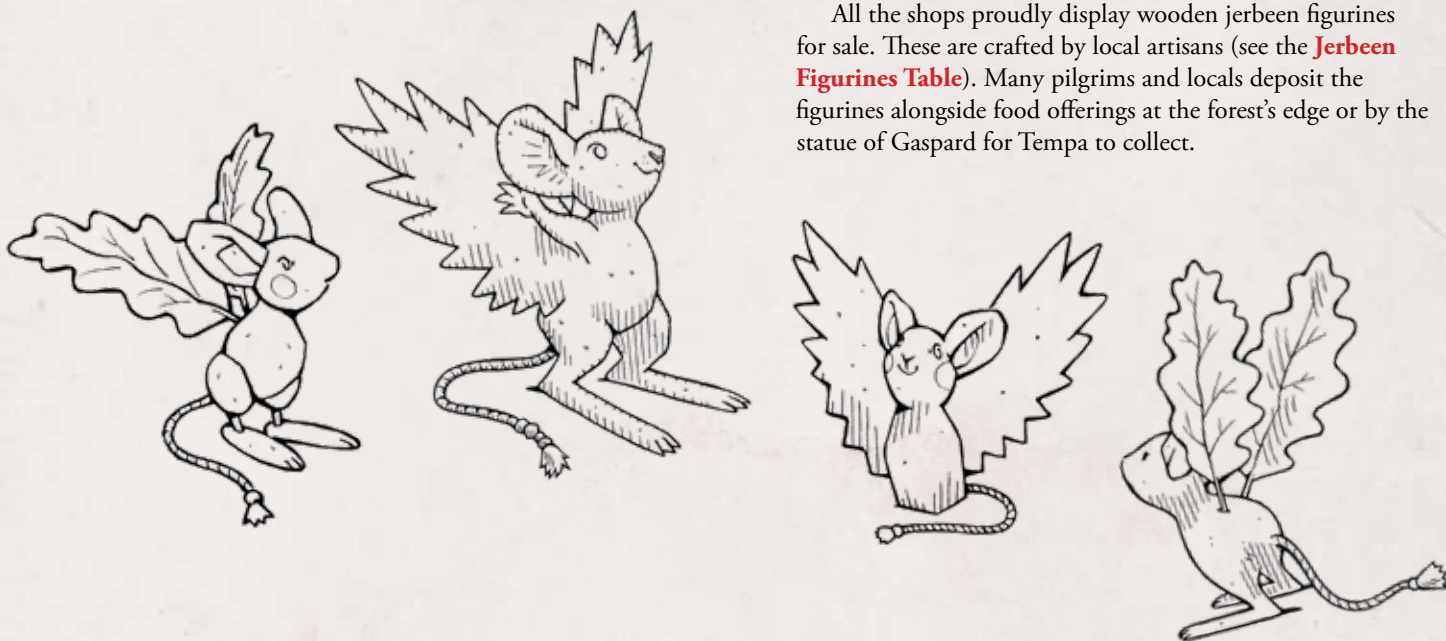
VILLAGE SQUARE AND MARKET DISTRICT

The once-quiet village of Marshview is now bustling with strangers. Birdfolk and humblefolk from far and wide have recently traveled here, and the small perch hardly has space to accommodate them all. Everywhere boisterous crowds gather, and many of the visitors carry winged jerbeen figurines of varying quality. Tensions are high between the newcomers, and small fights or arguments erupt with alarming frequency throughout the village square.

Local merchants have set up temporary stalls in the square, taking up the space that was usually used by children for games. The square's main landmark is the impressive statue of the jerbeen Amaranthine, Gaspard. Marshview is a community-driven perch with a large jerbeen population, and a festival in Gaspard's honor is a yearly occurrence.

Marshview has several small permanent stores located in the market district that connects to the village square, and most of them sell local produce. A general store sells basic adventuring gear, simple weapons, and supplies. Marshview has no dedicated weaponsmith or armorer. Due to the perch's remoteness, prices in the shops are 15 percent higher than standard.

All the shops proudly display wooden jerbeen figurines for sale. These are crafted by local artisans (see the **Jerbeen Figurines Table**). Many pilgrims and locals deposit the figurines alongside food offerings at the forest's edge or by the statue of Gaspard for Tempa to collect.



JERBEEN FIGURINES TABLE

Figurine Type	Price	Description
Breath of the Wind-Touched	5 gp	A cheaply made figurine, it is little more than broken pieces of wood assembled into a roughly humanoid shape. Said to be made from branches the Wind-Touched brushed up against as she flew through the forest.
Gift of the Wind-Touched	10 gp	A figurine carved from a single piece of wood, it appears hastily made, but it does vaguely resemble a jerbeen. Said to be carved from wood from the Greenkeeper farmstead.
Grace of the Wind-Touched	50 gp	An ornate figurine of a jerbeen with wings carved with an impressive level of craftsmanship. Said to be made of branches gifted by the Wind-Touched from her own home in the forest.

APOTHECARY

The apothecary, **Medi Tuck**, has potions of healing, healer's kits, and herbalism kits for sale. He also sells swamp herbs, philters, and other raw materials, which can be used to make *potions of healing*. Characters can buy enough of these reagents to craft a single potion for 25 gp.

Medi Tuck. The local apothecary is a nervous, older sable luma named Medi Tuck. Medi is terrified of being disliked, and, as a result, he is constantly striving to lack an opinion about everything. His self-imposed neutrality is a constant source of stress, and Medi tends to burst into nervous laughter and correct himself the moment it seems he might have expressed an opinion. The one subject Medi cannot resist discussing is his profession: he loves to speak passionately with his patrons about potions and herbalism, but he becomes extremely uncomfortable the moment the conversation shifts to any other subject.

MOSS HALL

Moss Hall, the only inn, is an elegant building with high arched ceilings made of large wooden beams. Designed in part through tree-shaping, it is named for the lush moss that covers the floors, the walls, and the rocks that serve as green, softly cushioned chairs. The only traditional pieces of furniture here are the cheap wooden tables. The hall always smells vaguely of peat and earth mixed with whatever is cooking in the kitchen, and it is surprisingly warm. Locals begrudgingly patronize the hall (as it is the only tavern in town), but it typically receives few guests from outside Marshview, apart from when Elora Quickwit cooks up a new scheme to draw them here. The quality of the rooms and the food is adequate at best, and Elora Quickwit wildly overcharges. Given the number of visitors currently in Marshview, the rooms are all occupied, but Elora will make space if given enough monetary incentive. In addition to the innkeeper Elora, Moss Hall has a few patrons with whom the characters can interact.

Elora Quickwit. The kindled corvum innkeeper and owner of Moss Hall, **Elora Quickwit**, is openly despised by many in Marshview. Although Elora has been involved in a number of schemes over the years, she is merely capitalizing on the situation with Tempa Greenkeeper and is not actually responsible for it. However, she did work to spread the Wind-Touched rumor to draw in new business. If the party asks her about Tempa, Elora proudly claims that the Wind-Touched's blessing has brought her great prosperity and that all inhabitants of Humblewood can equally benefit if they spend some time in Marshview. She also claims not to know anything about how the situation came about, only that she believes in Tempa.

If the party doubts Elora's commitment to the Wind-Touched tale or believes that she is lying about it, they can make a DC 13 Wisdom (Insight) check. On a success, the character discovers that Elora is lying about believing in the Wind-Touched. If the party presses her, Elora reluctantly explains that she doesn't know the truth, but if the party discovers anything about Tempa, she will reward them each with 25 gp for information. If the party reveals that they are here on behalf of the Inquisitors of Gesme, Elora promises to

pay them each 50 gp, provided they don't reveal the truth to the public. She is certain the little jerbeen is pulling some kind of hustle, but Elora is heavily invested in this Wind-Touched business, and she will do almost anything to protect her considerable profits.

Sergeant Burlywhirl. A short, middle-aged stout strig and the sergeant of the local Perch Guard, Sergeant **Burlywhirl** is a regular at Moss Hall. He drinks heavily most days and can usually be found talking loudly with Elora Quickwit. Elora provides him with a steady supply of ale on credit, which she has yet to collect. Sergeant Burlywhirl always takes Elora's side in local affairs, and he is quite friendly with her more disreputable patrons.

Aida Reedmane. A disgraced vulpin tree-shaper and druid, **Aida Reedmane** found her way to Marshview from Alderheart more than five years ago. After the Great Tree refused to be shaped by her during a contract, Aida committed Treeharm, a willful damaging of the Evertree. She was caught in the act and exiled from the city. She regularly complains about the tree, and even a casual mention of Alderheart from other patrons sends her into a rage. Elora sometimes makes use of Aida's talents to modify parts of Moss Hall, particularly when she wishes to hide something in plain sight.

Pleasantpaw. A young-looking, gangly hedge bard, **Pleasantpaw**, has been thrown out of inns all across Humblewood. He has made it his life's goal to popularize new instruments developed at scroungecrafting competitions, which he purchases and plays at every opportunity. He is an atrocious musician and an even worse judge of scroungecraft items. Elora employs him to smuggle contraband across Humblewood, which Pleasantpaw does gladly, knowing he is always welcome back at Moss Hall.

Horns. An imposing pronghorn cervan, **Horns** is Elora's bouncer and her personal guard at Moss Hall. Horns communicates with Elora through whispers and otherwise grunts loudly at patrons when issues arise. He is an avid tea drinker and always has a cup ready while he works. Elora keeps boxes of rare Zephyr & Co. tea in her storeroom for his exclusive use.

THE FOREST'S EDGE

The trees around Marshview have grown ancient and tall, and the foliage deep. However, large, wild beasts have blazed numerous trails throughout the forest. Locals rarely travel into it for fear of the wild creatures that live there. Fortunately, the creatures rarely venture out beyond the forest, and locals live in relative harmony with them.

The party can travel here if they wish, but they find nothing of consequence at this time except for piles of cheap jerbeen figurines stacked against the trees and offerings of food. There is currently no trace of Tempa the party can follow. If the party travels into the forest, they only find rough terrain and a few game trails belonging to large beasts.

GREENKEEPER FARM

One of many traditional farms in Marshview, Greenkeeper farm has been owned by the Greenkeeper family for more than a century, and it currently houses three generations of jerbeens



in a large, two-story farmhouse. The farm's vegetables, particularly squashes and tomatoes, are highly regarded in Marshview and abroad.

A commotion can be heard from the Greenkeeper farm as soon as the party approaches the area. Outside, a crowd of birdfolk and humblefolk has gathered around the entrance to the farmhouse, and they are loudly demanding to see Tempa so they can receive her blessing.

The front door opens a crack, and a high-pitched voice shouts: "She isn't here! Just leave us alone, please!" The crowd blares in outrage and becomes even more agitated. Some of the members start pushing others, and a scream breaks out. Four pilgrims draw their weapons and charge the farmhouse, hacking at the door. Inside the house, the family shouts for help as the rest of the crowd flees.

The four pilgrims attacking the farmhouse are bandits and consist of three **mapach bandits** led by a **mapach brute**. They plan on kidnapping the family in order to draw out Tempa and capture her. The family starts boarding up the house as the bandits attack. Some of the family members in the upper parts of the house can see the party and call out for help.

If the party defeats the bandits, the Perch Guard arrives shortly after and takes the attackers away. The family is grateful

for the party's assistance and invites them into the home. Once the excitement has died down, they are willing to discuss Tempa openly.

The family isn't sure how this whole situation happened. The family elder, Germaine Greenkeeper, explains that Tempa is a distant relative, and they took her in after her parents died. They've always found her to be kind but not exceptional. Until recently, they never saw her manifest any abilities. The family is clearly uncomfortable discussing magic, and if the party wishes to press this point, they must succeed on a DC 12 Charisma (Persuasion) check to get more information, and they are only able to attempt this check if they helped against the bandits. The family are simple people, content to work the land, and they distrust the magical arts. They are quite embarrassed by the attention being paid to them, and they wish Tempa would go back to being a normal youngster. They have tried to convince her to stop performing her blessings, but she refused and told them she had to continue. Shortly after, she moved into the forest. Now she scarcely comes home, always in disguise, and they're worried about her.

The family can't point the party in the precise direction of where Tempa goes into the forest, but they do reveal that she plans to appear before the pilgrims the next day at midday near the statue of Gaspard. They planned to make the announcement earlier in the day, but the crowd was too unruly. Tempa has promised this will be her most dramatic blessing ever, and they've already grown quite elaborate.



Part 3: A Flight to Remember

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BLESSED BY THE WIND

Marshview is abuzz with talk of the Wind-Touched. **Tempa** has promised a blessing unlike any other, and local merchants have set up more temporary stalls around town to sell food and jerbeen figurines around the village square, near the statue of the jerbeen Amaranthine, Gaspard. All converge on the statue, and even locals are joining in the festivities. Local children hired by Elora run around announcing that the Wind-Touched will soon perform her blessing, drawing any stragglers into the crowd around the statue.

When the party approaches the crowd, read the following:

A sprawling crowd of humblefolk and birdfolk have assembled around the statue of Gaspard near the forest's edge. The sculpture of the jerbeen Amaranthine stands proudly atop a rock, his rapier pointing to the sky. Jerbeen figurines of varying quality are piled up around his feet along with food offerings, and most of the pilgrims carry similar figurines in their hands. Suddenly, a figure bursts forth from the nearby treeline. The crowd erupts in cheers and tears as a very small, young, grinning jerbeen glides into view.

Tempa wears artificial wings made of bright leaves mimicking bird feathers, but as she flies over the crowds, she sheds the leaves and flies purely of her own volition. She quickly dives into the crowd, darting from pilgrim to pilgrim, touching their heads while calling out various blessings. Whenever a pilgrim tries to reach for her, she quickly dodges them, flying back up with dramatic flourishes. After a few moments of blessings, a distant shriek disrupts the celebrations.

As Tempa descends on the crowd once more, you hear a terrible shriek. Part of the crowd turns and points south, where a large winged serpentine creature approaches at great speed. Some people disperse in a panic, running for their homes, camps, or nearby stores. Others fall to their knees. One of the pilgrims you arrived with shouts, "The monster has returned! Wind-Touched, protect us!"

THE RETURN OF THE AMPHITHERE

If the players drove off the **amphithere** in **Part 2**, it is still injured from that encounter when it arrives. If the amphithere had less than 60 hit points when it fled, it arrives with 60 hit points.

Have the players roll for initiative. At the start of the round, the **amphithere** chases **Tempa** through the square, ignoring the panicking crowd entirely. Both Tempa and the amphithere move as quickly as possible, though the creature can't get close enough to the maneuverable young jerbeen to land a bite attack. Tempa is clearly outmatched, and she barely manages to escape the amphithere's bites a number of times. She cries out for help as she frantically dodges the creature's attacks. The pair's movements are quick and erratic, however, so attacks against the amphithere during this chaos are made with disadvantage. After a round of combat, Tempa flees into the forest, and the amphithere follows in close pursuit. If the party remains behind, pilgrims and locals rush them and beg them to help Tempa.

In order to catch up with Tempa and the amphithere, the party has to make a series of ability checks and play through the forest chase in three stages. Have party members act in their initiative order as they pursue them. At the start of each stage, Tempa moves 120 feet into the forest, with the amphithere following 20 feet behind her. To keep things moving, assume any character who has completed stage 3 arrives at the point where Tempa and the amphithere land. Treat each stage as though it were 1 round of combat.

STAGE 1: THE UNDERGROWTH

The chase begins with the party racing through the forest's edge into the deep forest. All about, the ground is littered with fallen trees, loose stones, and other rough ground. Each character attempting to move through this rough terrain can make a DC 12 Dexterity (Acrobatics) check, clearing the area on a success. On a failure, the character can clear the area by moving forward recklessly, taking 4 (1d8) bludgeoning damage from loose rocks and logs. Alternatively, a character can clear the area by moving slowly. They take no damage, but it takes an additional round to reach the next stage.

STAGE 2: THE RIVER

Next, the party reaches a 25-foot wide, fast-flowing river. The bank on the far side is higher than the near side, where the river has cut into a hill. A line of slippery rocks stretches across the rushing water and can be used as stepping stones. To cross the stones, a creature must make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, a creature falls into the river, taking 3 (1d6) bludgeoning damage as they are slammed against rocks downstream. Creatures who fall into the river wash up on the far side at a curve in the river downstream, and it takes them an additional round to reach the next stage.

STAGE 3: THE BRIAR PATCH

The final obstacle is a thicket of thorny brambles that extends for 60 feet in every direction and is difficult terrain. Any character can pass through the briar patch normally at half speed, cautiously picking their way through. Moving through the briar patch at normal speed requires the character to make a DC 16 Dexterity (Acrobatics) check. On a failure, they take 5 (2d4) piercing damage from the thorns and have disadvantage on the next attack roll they make within the next 10 minutes. Characters with the ability to ignore natural difficult terrain automatically succeed on this check and take no damage. The trees here are large, growing up to 30 feet tall, and have thick branches growing only 10 feet apart across the thicket. Characters are free to devise an alternative (if more dangerous and possibly slower) route across.

STAGE 4: THE VIOLET FUNGUS

The final obstacle is a blanket of various fungi growing on the dim forest floor that extends 60 feet in every direction. While most of the fungi are harmless, many of them are **violet fungi**, dangerous plants that lash out with purplish stalks at those who pass by, causing necrotic damage where they touch. Each creature moving through the carpet of fungi must succeed on a DC 14 Intelligence (Nature) or Wisdom (Survival) check to identify the fungi and plan a safe route through it. A creature who fails this check is targeted by two Rotting Touch melee attacks as they pass through. Once one character has made their way through successfully, they can offer guidance and grant advantage to other characters' checks to traverse the fungi field. Characters are also free to devise an alternative (if more dangerous) route across.

PARENTING PROBLEMS

As each character clears Stage 4, they arrive at a large clearing with a huge, ancient tree at its center. The ground is littered with broken branches, and Tempa can be seen darting between them to dodge the amphithere's frenzied attacks.

The ancient tree's great branches brush the ground, allowing the party to climb up without making ability checks to battle the amphithere, even while it's in flight. A creature can spend 10 feet of movement to climb 5 feet higher or lower in the tree. Creatures with a climb speed can move at their normal pace up and down the tree.

As the characters reach the tree, the amphithere finally turns its attention to them, shrieks, and attacks. Roll initiative for the **amphithere** and **Tempa** and add them to the initiative order used for the chase sequence. Tempa flees to the base of the tree at the start of her turn. The amphithere, frustrated at not being able to catch Tempa, attacks the characters as soon as they arrive in the clearing.



When the **amphithere** falls below 25 hit points, its wings give out, and it crashes to the ground. When it does so, read the following:

The amphithere plummets, injured but alive, to the base of the tree. Suddenly, a shriek erupts from high up in the tree. From the edge of a branch, you see the head of a small amphithere peering down. It shrieks again, louder this time, and the large amphithere responds with its own piercing shriek. The infant flops down, gliding with difficulty on a misshapen right wing. It lands alongside Tempa and takes up a defensive position, guarding her with a warning hiss.

Add the **infant amphithere** to the initiative order. It uses its bite attack and breath weapon against any creature that it perceives as a threat to Tempa as soon it comes in range of it.

The adult amphithere stops attacking when it sees the infant and takes a moment to assess the situation. If the party attacks, it resumes combat and fights until it dies (see **Confronting the Wind-Touched**). If the amphithere renders the entire party unconscious, it leaves with the infant amphithere. If the party holds off on attacking it, the adult amphithere watches the Tempa and the baby apprehensively. After a moment of tense quiet, it approaches the infant and emits a low shriek.

The adult amphithere calls out to the infant, clearly indicating that it should come closer. The infant backs away, and the adult shrieks again in a commanding tone. Tempa wraps her arms around the infant and turns to your party. “It can’t take him! Just look at him; he won’t survive out on the coast with his damaged wing! Please, do something!”

The infant amphithere has bonded with Tempa and will not go with the adult willingly. It will not approach the adult unless Tempa leads it.

The party can attempt a DC 13 Charisma (Persuasion) to convince Tempa to allow the amphithere to take its infant. If they succeed, Tempa concedes and reluctantly leads the infant to the adult. Once the infant is sufficiently close, the adult amphithere grabs the infant by the scruff of its neck and flies away with some difficulty.

If the party agrees to help Tempa, the adult amphithere recognizes the shift in dynamics and attacks the party immediately. Tempa remains by the infant’s side throughout combat and attempts to protect it from harm. The amphithere fights to the death if it cannot retrieve its infant.

If the party kills the amphithere, they can use a knife to harvest its valuable scales. The scales are worth 30 gp each, and the amphithere has 2d4 scales in sufficiently good shape to harvest after the fight. These scales are extremely rare, and merchants in Alderheart’s markets will gladly purchase them or trade them for magical items.

CONFRONTING THE WIND-TOUCHED

Once the adult amphithere absconds with the infant or is defeated, Tempa invites the party back to her hideout, where she can explain everything. Tempa flies up to the knothole (with the infant, if it is there), and the party can climb up. Once the party reaches the upper branches, they find the knothole contains a few jerbeen figurines, discarded clothes, a sleeping mat, and piles of food. Tempa offers the following explanation:

“I found him alone and frightened in a cart in the southern Mokka Fields. I think the slimes got whoever was moving him. He was so little then and so scared... I couldn’t just leave him.”
 “At first, I didn’t know he was magical. I was trying to pull him out of the cart, and next thing I knew, I was flying! Maybe I got a little carried away flying around. It ain’t every day you get to fly, you know. Sure enough, someone saw me. I was afraid of what people would do, so I hid him near the farm at first. Can you imagine if someone like Elora got a hold of him? I had to keep him safe, so I found this place while flying around. When people started calling me Wind-Touched, they gave me food, gifts I guess. Enough to feed him. So I kept doing it. I thought maybe his wing would heal and grow, you know? But it didn’t. The bigger he gets, the less I can fly. I guess they’re less magical the older they are.”

If the infant amphithere left, Tempa is emotionally devastated. She has no desire to continue pretending to be Wind-Touched and abandons the scheme immediately.

If the party does not expose Tempa, she says her goodbyes to her family and quietly leaves Marshview, as she knows she cannot remain in the perch. She is not sure where else she can go to escape her fame and asks the party for advice and help if they have been kind to her.

If the party wishes to expose Tempa, she meekly allows herself to be returned to Marshview, where she writes a confession and delivers it to the crowd. She does, however, lie about the amphithere to protect the creatures and says she simply stole potions of flight. The truth outrages the pilgrims, and a riot erupts. The Perch Guard manages to subdue the riot, but the damage to Marshview is considerable. Tempa flees Marshview during the riot, and she is never heard from again.

If the party defeated the adult amphithere, Tempa asks for the party’s help with her future with the infant amphithere. She believes the Avium would be best equipped to help the amphithere, as there are numerous scholars there researching rare and magical creatures. She has loved caring for the amphithere and would like to continue doing so at the Avium, where she is confident she could assist in its continued upbringing. She asks the party’s help in safely getting them both to the Avium and establishing them there.



Treehouse
hideaway

If the party refuses to help Tempa get to the Avium, Tempa and the infant amphithere set out on the risky journey on their own.

If the party agrees to escort Tempa to the Avium, Tempa addresses the people of Marshview before leaving and informs them that she has somehow lost her ability to fly and is no longer Wind-Touched. The party can assist her in coming up with a suitable story to deliver to the crowd. Tempa ends her address by thanking those gathered for their many kindnesses and offerings and delivers a heartfelt speech about caring for one another in times of hardship. Many pilgrims are unhappy with the outcome, but the local Perch Guard keep the situation under control, and the crowd eventually disperses.

ELORA AND THE INFANT AMPHITHERE

If the party tells **Elora** about **Tempa** and the **infant amphithere**, Elora pays them 50 gp each for the information and offers an additional 100 gp each if they bring her the infant amphithere. She hopes to use the creature to perpetuate the Wind-Touched legend as long as possible on her own terms. If the party refuses, Elora has two of her patrons, **Horns** and **Pleasantpaw**, attempt to kidnap the infant amphithere if the group travels with it to the Avium.

The route to the Avium is dangerous for travelers, and the party may face any random encounters you wish to add on the way there. Once the group arrives at the Avium, the party can meet with one of the professors to try and persuade them to allow Tempa entry into the magical college as a caretaker for the infant amphithere and a prospective student. If any of the characters have a connection to the Avium, or if they studied there, they can leverage their influence on Tempa's behalf. Otherwise, Tempa successfully convinces a raptor professor named Camber, the Avium's expert on magical creatures, to allow her to remain on campus to care for the infant amphithere, as the creature makes it clear it will not allow itself to be separated from Tempa. However, without the party's intervention, the administration will not allow her to study at the college.

THE WAY OF THE AMARANTHINES

After the party has revealed the truth about Tempa or helped her leave Marshview, they can return to Alderheart to inform Grand Inquisitor Phorosfeather of the situation.

The Grand Inquisitor is pleased to learn that Tempa is no longer performing blessings in the perch. Depending on the party's actions, Tempa's legend will take time to fade, but ultimately Phorosfeather is confident that her threat to the Amaranthines has been neutralized.

If the party informs Phorosfeather of the magical qualities of the amphitheres, he has the Order investigate the creatures immediately in order to determine a plan of action to prevent other similar incidents.

REWARDS

Depending on which adventure hook you used, the party can gain different rewards for solving the mystery of the Wind-Touched.

Grand Inquisitor Phorosfeather. Upon their return to Alderheart, the Grand Inquisitor rewards the party with 150 gp and two potions of mind reading, which he hopes the party will use in pursuit of the one true paths of the Amaranthines. Phorosfeather tells the party they are now valued friends of the Inquisitors of Gesme and that the Order will be in contact should the need arise in the future. He is confident the adventurers will answer the call of Amaranthines once again.

Uncle Orn. If the party was invited to Marshview by Orn Proudbeak, Orn thanks the party for their service to the community while complaining about the time it took them to resolve the situation. He suggests that his gratitude and the party's own pride in ridding Marshview of those absurd pilgrims should be sufficient recompense, but if the party gives any indication that they expect a reward, Orn reluctantly gives them 10 sp and an eye-sized rock made of a translucent brownish mineral. Before sending them on their way, he mentions that he found it while tilling his land and that it might be worth something to a jeweler. The stone is in fact a rough chrysoberyl, and jewelers in larger cities pay up to 150 gp for it to use as raw material for their craft.



The Wakewyrm's Fury



INTRODUCTION

Under a dark and cloudy sky, a lone ship struggles against the waves, its prow rising and crashing into the churning water. The wind howls ominously, signaling an oncoming storm. On the deck, sailors dig their claws into the planks to hold the ropes in place, as those without brace themselves against the pummeling seawater.

"Pull, you dogs, pull! Keep those sails taut!" The captain, a grizzled old strig, bellows. "You can rest when we've reached the cave!"

The captain sweeps his one good eye sternly over his crew, alert to any sign of defiance. On this ship, order is maintained through fear, and as he sees their desperate faces, he smiles cruelly.

"Chin up now! When this is over, we'll all be rich as lords."

Or he will be, at least, the old strig smirks.

As waves batter the ship, a fresh-faced jerbeen swings down artfully from the crow's nest, coming to rest beside her captain.

"Captain Skopps, behind us!"

The captain scowls. "What's this then, Burrowbright?"

"See for yourself, sir." The jerbeen replies, handing Skopps her spyglass.

The glass brings the sight of it disturbingly close.

Fins sprout from its enormous head, its glowing yellow eyes betraying no hint of fear. Its cavernous mouth is filled with rows of teeth the size of spears. All one hundred feet of its sinuous scaled body arcs through the choppy water, and it's gaining speed.

"The wakewyrm..." Skopps chokes.

He tries to hide his panic. For a moment, Skopps considers deserting his crew, sacrificing them to the beast's fury so he can make his escape. But then, a strong gust ruffles his feathers, and he can feel it—the wind is shifting, and not a moment too soon.

Swinging up onto the rigging, Skopps scans the horizon. With his good eye, he spots the familiar shape of Tideswell Cave dead ahead. Just in time.

"Full sail!" Skopps cries. "And keep them tight, or you'll end up in a wakewyrm's gullet!"

OVERVIEW

The Wakewyrm's Fury takes a party of 5th-level characters through an exciting Humblewood adventure that can be played in the span of a few hours. It is set on the southern shore of Humblewood, a rocky coastline known as the Talongrip Coast, where hardy locals eke out a living next to the great sea. Strange and wondrous creatures lurk in the waves attracting those who seek out adventure. The story focuses on the rescue of a baby wakewyrm, who has been separated from its mother by Skopps the Beast Breaker and his band of poachers.

The adventure presents the hideout of Skopps and his crew, Tideswell Cave, where they are holding the baby wakewyrm. See the map of **Tideswell Cave** (Fig. W1). The characters can explore the cave as they wish, finding dangers, puzzles, and treasures within. The final showdown with Skopps takes place in Ship's Bay, the cave's exit.

BACKGROUND

After capturing a young wakewyrm, sea-faring poachers led by the notorious pirate Skopps the Beast-Breaker have moved into an abandoned hideout in the Tideswell Cave. The poachers are holding the creature captive with ambitions of raising it to become a powerful weapon. Once the wakewyrm is trained, the poachers plan to use it as a tool to help them capture other sea creatures and assault enemy ships. If unsuccessful, given the price wakewyrm parts fetch on the black market, they plan to auction the beast off in pieces. Its mother, looking for her offspring, has been lurking around the shore of the Talongrip Coast. While the fully grown wakewyrm hasn't caused any major problems yet, locals who have spotted the creature are growing increasingly nervous.

The poachers are a tight-knit group that profit from pirating and extortion and are known for hunting rare and protected beasts. Their leader, Skopps, possesses a supernatural ability to influence even the fiercest beasts. They prowl the seas on their ship, the Grim Huntress, evading arrest by a feather's breadth. This has led to a bounty of five hundred gold coins for Skopps the Beast-Breaker, wanted dead or alive.



RUNNING THIS ADVENTURE

KEY CHARACTERS

SKOPPS THE BEAST-BREAKER [HE/HIM]

Skopps is a grizzled but imposing strig with an uncanny power over creatures. He has used this power to capture and exploit wild beasts and monsters, and the baby wakewyrm is his greatest prize yet. He and his band of poachers live outside the law, selling their services to others who operate in the shadows.

RALEIGH BURROWBRIGHT [SHE/HER]

Raleigh Burrowbright (**jerbeen swashbuckler**) is Skopps' first mate. She is a bold jerbeen who has proven herself loyal to Skopps through many daring deeds. She had seen Skopps' power over animals and trusts him completely. Her loyalty to her leader is absolute if perhaps misplaced.

PETRA "THE CAPTAIN" CLOUDBURST [SHE/HER]

Petra Cloudburst is an elderly maran raptor and owner of The Crimson Rose. She is missing the feathers from her left arm—a battle scar from her time in the Coast Guard. The Captain wears her officer's uniform despite her retirement and manages her shop like a tightly run ship. As a well-established local, she is a font of information and could prove a useful ally for a curious party. For more information about Petra and The Crimson Rose, see **Chapter 3: Shoppes and Stores**.

VELMA LEICESTER [SHE/HER]

A jerbeen trained in healing arts, **Velma Leicester** can often be found at the Temple of Tyton. She speaks exceptionally quickly but is very patient with those who don't move as fast as she does.

ADVENTURE HOOKS

Consider using the following adventure hooks to set up this adventure. Use whichever best suits the playgroup, or create your own.

Help the Druids. Druids from a nearby conclave claim to have received a vision! Seers say that a baby wakewyrm is trapped in the Tideswell Cave, but their visions aren't enough proof for the Coast Guard to act. The druids are desperate for the party to investigate and aid the poor creature.

Claim the Bounty. Recently, Captain Petra Cloudburst of The Crimson Rose has seen ships flying the flag of Skopps the Beast-Breaker, the notorious pirate poacher. She informs the party that there's a hefty bounty for his arrest. She'll bet her good wing that the pirates are hiding out in Tideswell Cave.

Clues in a Teacup. The customers and owner of The Rose Hip Tea House have seen the agitated wakewyrm and are concerned it will harm Saltar's Port if someone doesn't discover why it is causing trouble.

SALTAR'S PORT

Saltar's Port is a birdfolk city built into the rocky face of a large sandstone cliff. It serves as the only access for ships coming to or leaving from Humblewood and has sparked a vibrant trade business that offers the riches of the Wood to far-off cities and kingdoms. Travelers get around the city on roads carved out of the cliffside and rope ladders recycled from ships' rigging. The ground level boasts a dockside area with piers often occupied by ships. Order is maintained by the Perch Guard, which

serves as the city watch. A specialized Coast Guard force protects the ports and combats piracy. In and around Saltar's Port, characters can find anything that might be found in a large city.

IMPORTANT LOCATIONS

THE CRIMSON ROSE

Among the shops of Saltar's Port, one stands out thanks to its unusual shape. The Crimson Rose, built out of a scuttled ship, is located on the beach just outside of Saltar's Port. It sells tools for naval travel, trade goods from far-off lands, and well-forged weapons. The proprietor of The Crimson Rose is an elderly maran raptor named **Petra Cloudburst**, also known as "The Captain."

THE ROSE HIP TEA HOUSE

Owned by the sociable huden gallus **Christophe Laszlo**, the Rose Hip Tea House is the coziest place in Saltar's Port, offering a spot of comfort away from the sea air and storms. As characters enter the tea house, they can overhear a conversation about the strange activity of the wakewyrm.

"I'm telling you, I've never in all my years heard of a wakewyrm acting like this." A jerbeen fisherfolk waves his teacup around dramatically, almost sloshing the contents onto his friend, a weather-beaten corvum. "It came right up to my boat. Nearly capsized me, what with all the churning and thrashing. Blow me down if I'm lying. I swear, I could look right into its eyes, each one bigger than me!"

The gallus tea master leans over, artfully pouring a stream of tea into the jerbeen's swaying cup. "I've seen it too," he says conspiratorially but loud enough for everyone in the tea house to hear. "I was taking an evening stroll along the docks, and I felt like something was watching me from the water. The huge beast was following me, I'm sure. I didn't feel safe until I was back up on top of the cliffs."

The corvum ruffles her feathers. "I've always wanted to see a wakewyrm... but maybe not quite so close."

The jerbeen sips his tea before setting his cup down with a theatrical thump. "Mark my words. This is going to get worse before it gets better."

The jerbeen is named Nory Nankrevis. He does not know about **Skopps** nor the true cause of the wakewyrm's agitation but will melodramatically speculate if the characters question him. His corvum friend is a local artist by the name of Cawen Daw. She is planning a painting of the wakewyrm and wishes she had a more detailed description of it. If asked about the Tideswell Cave, they mention that the Coast Guard cleared it out years ago. Both Nory and Cawen believe it is haunted by the ghosts of the smugglers who once used it as a base.

The gallus tea master is Christophe. He is a welcoming host and will gladly share the talk of the town with anyone who wishes to indulge in some gossip. While he doesn't know that Skopps and his crew are nearby, a couple of unfamiliar, rough-looking vulpin sailors visited his tea house a few days

ago. They barely had time to sip their tea before they were dragged out by a brash jerbeen Christophe didn't recognize. This jerbeen was Raleigh Burrowbright, annoyed by these vulpin crew members endangering Skopps' scheme by indulging in an unnecessary excursion.

SALTAR'S PORT DOCKS

At the docks, rowboats can be rented from the dock for 5 gold pieces per day or purchased outright for 50 gold pieces.

THE TEMPLE OF TYTON

While all the Amaranthines are worshiped in Saltar's Port, many inhabitants feel a strong connection with Tyton, the Amaranthine of death, as they live lives full of uncertainty on the dangerous coast. **Velma Leicester** can often be found at the Temple of Tyton, offering healing services. She can cast *cure wounds* as a 1st-level spell using a +2 Wisdom spellcasting ability modifier. The Temple charges a fee of 5 gold pieces per healing.

EXPLORING SALTAR'S PORT

Saltar's Port is also the setting for **The Seahawk**. Consult that Tale for more information, locations, and NPCs if the party wants to kick up their heels and explore the city before diving into their next quest.

THE TIDESWELL CAVE

A half day's trek southwest from Saltar's Port lies the Tideswell Cave, a sea cave that is home to a secret hideout built by bootleggers and freebooters. At one point, the Tideswell Cave was a bustling secret port of call for pirates along the Talongrip Coast. These days, it doesn't see much use. The Coast Guard believes criminals no longer gather here. In truth, Skopps and his band of poachers have the young wakewyrm captive here.

UNLESS OTHERWISE SPECIFIED:

- ♣ Ceilings in the cave are 15 feet high and covered in thin stalactites.
- ♣ The cave's tunnels are 20 feet wide.
- ♣ The tunnels lie in darkness, while the areas used by Skopps' crew are illuminated with lanterns.

Paul Scott Canavan



TIDESWELL CAVE
 Fig. W1





Setting Sail for Adventure

>◀LVTX◀TX◀◀>AX◀◀>

1. CAVE ENTRANCE

Sun shines bright on the beach outside of Tideswell Cave. Surrounded by water, the mouth of the sea cave stands firm against the breakers that crash against it. The noise of the waves drowns out anything quieter than a yell, and the air tastes of sea salt.

The cave's entrance is situated in the water, 150 feet from the shore. The water between the mainland and the cave is 20 feet deep. Decide whether the party arrives at high tide (**High Tide Landings**) or low tide (**Low Tide Landings**). The tide turns every six hours.

HIGH TIDE LANDINGS

The surf pounds against the sandy shore, and the sea churns. Occasionally, shadows move in the water, attracting curious seabirds to circle above.

The entrance can be reached in five rounds by swimming or boating. Characters swimming or steering a boat must make a DC 10 Strength (Athletics) check each round to make progress against the currents. Three **hunter sharks** are patrolling 50 feet from the cave's mouth and are alert to sounds of struggle in the water.

LOW TIDE LANDINGS

Between the waves, a narrow strip of rocky seabed lies exposed by the tide. It stretches from the shore to the cave's entrance. Swells of seawater batter loudly against the rocky terrain, covering sections of it in a curtain of foam.

Should the characters approach the cave during low tide, they'll find exposed rocky terrain that runs from the shore to the mouth of the cave. Two of Skopp's lookouts (**raptor deckhands**) watch this path from a crack in the cave wall. The crack is 30 feet above the ground and is partially concealed by a stone formation that provides three-quarters cover. The lookout point links to the **Connecting Chamber** via a tunnel.

The lookouts can be spotted with a DC 19 Wisdom (Perception) check—or a DC 16 Wisdom (Perception) check if the character is a raptor—and snuck past with a successful DC 16 group Dexterity (Stealth) check. If a character reaches the entrance without spotting the hidden lookouts, the lookouts sneak away and warn the poachers in the connecting chamber.

2. CONNECTING CHAMBER

A winding pathway leads from the cave's entrance to the connecting chamber.

This damp chamber smells of sulfur and is filled with mineral columns. The faint sound of the sea echoes between the stalactites that hang from the ceiling. The walls are rough and porous to the touch. Atop a rocky shelf at the end of the chamber, two large net guns are operated by pirate poachers.

This chamber is 60 feet wide by 80 feet long and has naturally occurring columns that provide half cover. The ceilings are 25 feet high.

If the party arrived during a high tide or alerted the lookouts watching the cave entrance during a low tide, two lookouts (**raptor deckhands**) are hidden behind the pillars on the lower level and attack when able. These are the same lookouts that are responsible for watching the cave entrance during low tides.

If the party arrived at the cave during a low tide and successfully snuck past the lookouts watching the cave entrance, the lookouts remain stationed at the cave entrance. Combat in the connecting chamber does not alert the lookouts.

Across from the chamber's entrance and on the left side is a 15-foot tall rock shelf. The raised area atop the shelf is 25 feet wide and is 10 feet below the ceiling. Two **raptor deckhands** are stationed at two large net guns, which are mounted on the shelf. If warned by the lookouts from the **Cave Entrance**, the deckhands with the net guns have readied actions to fire upon any intruders.

The deckhands have six nets at their disposal to use as ammunition for the net guns. Each net can also be thrown as an action, but as they are designed to be used with the guns, they are unwieldy, so these attacks are made with disadvantage.

A tunnel on the left of the shelf leads to the hollow used by the cave entrance lookouts.

A hidden opening on the left of the chamber leads from the lower chamber level to the shelf. A character within 10 feet of the opening can notice it with a DC 16 Wisdom (Perception) check, though the shelf can be easily climbed with a DC 10 Strength (Athletics) check.

A voice echoes from the rock shelf, "You came to the wrong cave, lubbers!" A fierce-looking jerbeen steps forward, chuckling with authority. She looks down at you and signals to her crew. "Fire at will!"

The jerbeen giving the orders is the hideout's "welcome party" leader and Skopp's first mate, Raleigh Burrowbright (**jerbeen swashbuckler**). She starts combat between the two net guns.

Raleigh Burrowbright retreats as soon as she has lost half of her hit points, trusting the remaining crew to cover her escape.



Raleigh Burrowbright

NET GUN

The net guns use the following statistics:

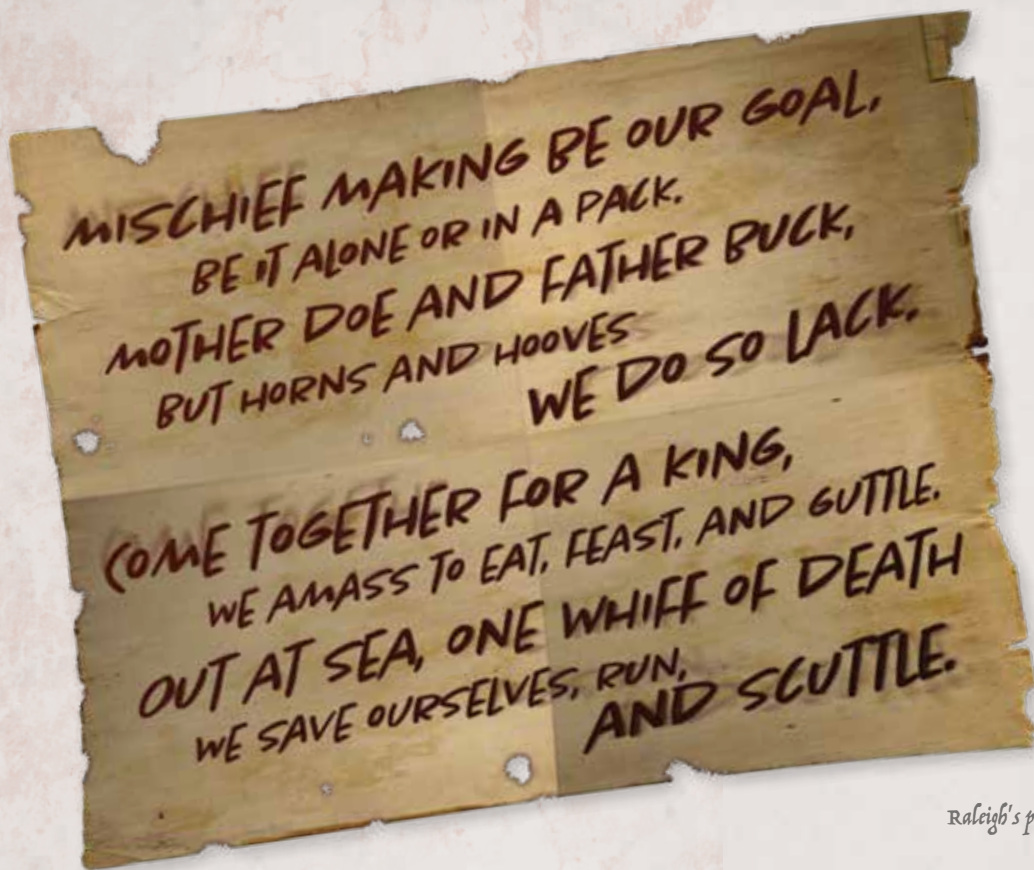
Net Gun. *Ranged Weapon Attack:* +4 to hit, range 80 ft., one target. *Hit:* A character hit by a net attack takes no damage but is restrained. A restrained creature can free itself by using an action to make a DC 13 Strength check. Dealing 5 slashing damage to the net (AC 13) also frees the creature without harm, ending the effect and destroying the net.

REWARDS

- One of the deckhands has a string of pearls worth 50 gp.
- If Raleigh is defeated*, her *potion of greater healing* can be taken from her.
- Raleigh also carries a poem written on a folded piece of parchment. On it is scribbled a poem that reads:

*"Mischief making be our goal,
Be it alone or in a pack.
Mother doe and father buck,
But horns and hooves we do so lack.
Come together for a king,
We amass to eat, feast, and guttle
Out at sea, one whiff of death
We save ourselves, run, and scuttle."*

This poem holds clues for **The Wheel Puzzle** found in the **Wakewyrm's Pool**. If Raleigh retreats, she drops it in her haste.



Raleigh's poem

3. PERILOUS PASSAGE

On the other side of the connecting chamber's rocky shelf, a rope ladder hangs down 40 feet to a tunnel flooded with 5 feet of water. It leads to the **Wakewyrm's Pool**.

If Raleigh Burrowbright was defeated, at the bottom of the ladder, a rowboat is anchored by a rope and can be used to travel deeper into the cave.

If Raleigh Burrowbright successfully retreats, she'll recover 14 (4d4 + 4) hit points with a *potion of greater healing*, then use the rowboat that is tied to the ladder to travel through the flooded tunnel. She will alert Skopps in the **Ship's Bay** before falling back to guard the treasure being kept in **The Brig**.

The water in the tunnel can be traversed without a boat by Medium-sized characters, though at half speed. Small-sized characters must swim or be carried.

The tunnel's west wall has a series of irregular 5-foot wide openings that lead to the sea. Outside, the mother **wakewyrm** can be seen swimming frantically back and forth.

If a creature comes within 10 feet of an opening, the wakewyrm attacks through that opening with its bite. It does not use its grapple ability. Each time the wakewyrm attacks, it must succeed on a DC 18 Strength check or become stuck in the opening. If the wakewyrm gets stuck, it must spend an action to pull itself free. A character that gets within 5 feet of the wakewyrm can attempt to calm it with a DC 16 Wisdom (Animal Handling) check. Upon success, the creature recognizes that character as friendly. If the wakewyrm has been calmed or has taken 20 points of damage, it no longer attacks the party but continues to swim outside the cave.

The end of the tunnel is marked by boulders preventing the water in the tunnel from spilling into the next room. If Raleigh Burrowbright escaped from the connecting chamber, the party will find a rowboat she used moored to a wooden pole at the far end of the passage.

4. WAKEWYRM'S POOL

Flickering torches light the room, casting moving shadows on the cave walls. The room holds a crude oblong pool. The sound of running water can be heard through a steel portcullis that gates off a partially submerged tunnel. Something is swimming in the pool.

The approximately 60-foot square room holds a pool that is 30 feet long, 20 feet wide, and 20 feet deep. The pool is located opposite the entrance and off to the left. It contains a **young wakewyrm**, which swims just below the water's surface. A 15-foot wide steel portcullis separates the pool from a passage that leads to the **Ship's Bay**. The passage beyond the portcullis is 15 feet wide, and the water within is 10 feet deep. The tunnel to the right leads to **The Brig**.

On the wall next to the portcullis is a mechanism that resembles a ship's wheel. Upon investigation, it is apparent the mechanism is a **Wheel Puzzle** holding the portcullis in place.

WHEEL PUZZLE

The pool's portcullis is controlled by a stone mechanism on the cave wall. The mechanism has six wedge-shaped buttons, each carved with the image of an animal: a wolf, a crab, a shark, a goat, a rat, and a snake.

Solution. If the correct button—the rat—is pressed, the portcullis opens, allowing the young wakewyrm to escape the pool.



Failure. The first time any of the other incorrect buttons are pressed, a brass ship's bell rigged to the wheel sounds. The sound of the bell draws two **vulpin buccaneers** from **The Brig** to the area. The second time an incorrect button is pressed, the button jams, and the wheel puzzle can no longer be used to open the portcullis.

Mother and Child. The mother wakewyrm has followed the party here from the passageway and is outside the cave walls when the party arrives. It has been trying to guide its child toward the gate in the **Ship's Bay** but doesn't realize that the young wakewyrm is trapped in its pool. Whenever appropriate, describe the mother wakewyrm calling to its child in anguished bellows. Its calls reverberate throughout the cavern, shaking dust loose from the ceiling. The young wakewyrm responds with plaintive wails, unsure of what to do. Characters who don't understand what is happening can intuit the meaning of these calls with a successful DC 10 Intelligence check.

The **young wakewyrm** becomes agitated when strangers approach. If not calmed with a DC 16 Wisdom (Animal Handling) check, it launches attacks at creatures within range of its bite. If attacked, the young wakewyrm dives down into the pool and hides to protect itself.

If the party is successful in lifting the portcullis, the young wakewyrm swims towards the **Ship's Bay**. The young wakewyrm appears to be following the calls of the larger wakewyrm.

Hungry baby

Crystal Sully



5. THE BRIG

This sparse chamber accommodates five prison cells divided by weathered iron bars. One cell contains a large wood and brass chest with a heavy lock. Empty bottles, some smashed, lay on the floor around a battered wooden table strewn with coins and playing cards.

This roughly square chamber is 50 feet by 50 feet, with a passage at one end, which leads to the **Ship's Bay**. The prison cells are each 10 feet by 10 feet. The doors to each cell can be unlocked with a DC 12 Dexterity (Thieves' Tools) check or forced open with a DC 13 Strength check. The chest can be unlocked with a DC 15 Dexterity (Thieves' Tools) check or with the key recovered from Skopps.

If Raleigh Burrowbright was defeated, three bored **vulpin buccaneers** sit at the wooden table. They have orders to attack intruders on sight.

If Raleigh Burrowbright escaped from combat, she and the three **vulpin buccaneers** await the party's arrival.

The jerbeen first mate adopts a fencing stance, her dark eyes full of determination. "I've come too far to lose to the likes of you!" She sneers. "For the Beast-Breaker!"

Raleigh won't flee from this fight. This is her last stand, and she'll fight until she is defeated.

REWARDS

13 gp worth of coins can be found on the gaming table.

The locked chest contains:

- ♣ 100 gp worth of coins
- ♣ Two amethysts worth 100 gp each
- ♣ A silver chalice worth 15 gp
- ♣ A kraken tooth, carved with scenes of pastoral life, worth 300 gp
- ♣ A *whistle of freedom**

Raptor Deckhand

Vulpin Buccaneer

Anna Christenson

Leesha Hannigan

Leesha Hannigan

6. SHIP'S BAY

The passage opens up to a hidden bay illuminated by dim light filtering in from outside the cave. A ship is docked at a rough pier built into the rocky shore. A massive gate, covered in rigging and seaweed, blocks a ship-sized hole that leads out into the sea. The water's movement around the gate suggests the presence of something large outside. On an embankment, several wooden dummies, some splintered or missing their heads, stand in a row. Large nets and coils of rope attached to metal hooks lie beside them.

Seawater stretches 120 feet across the bay. A 15-foot wide embankment surrounds the bay. On the right, steps lead up to a wooden platform where the poacher's ship, the Grim Huntress, is docked. This platform is 20 feet above the embankment.

The left embankment slopes down 10 feet toward a large crank mounted beside the gate. The crank, when turned, will open the large gate. The mother **wakewyrm's** roars can be heard emanating from the other side.

Skopps the Beast-Breaker is here, accompanied by four **raptor deckhands**. Skopps is fearless and overconfident from years of being admired by his crew. He would rather die than admit defeat.

An imposing strig with haggard feathers stands proudly, unmoved by the powerful roars coming from the bay's exit. "Well, she sounds plenty mad, doesn't she?" He guffaws, his beak twisting into a sinister grin. "You should meet her child. It's plenty hungry, and you lot look like an easy meal!"

Skopps the Beast-Breaker



At the start of combat, if the **young wakewyrm** is not already in the bay, Skopps orders its release. A deckhand pulls a lever on the cave wall, and a clank can be heard from the flooded passage. The young wakewyrm arrives on initiative count 20 of the first round and immediately falls under Skopps' control. Skopps will control the creature each turn using his Beast Command action. Breaking Skopps' control will cause the young wakewyrm to lash out with its bite, using its reaction to make opportunity attacks against any creatures it can reach. Commotion in the bay draws enemies from **The Brig**, who arrive after two rounds of combat unless they've previously been defeated.

Sensing its offspring inside, the mother **wakewyrm** attacks the large gate in an effort to enter the bay. A character can attempt to open the gate by turning the large crank and using their action to make a DC 12 Strength check. Three successful checks are enough to raise the gate, allowing the mother wakewyrm to enter the bay.

These checks are made with disadvantage while the mother wakewyrm attacks the large gate, though a character can calm the mother wakewyrm with a DC 16 Wisdom (Animal Handling) check. Should a character near the gate have calmed the mother wakewyrm during the encounter in **Perilous Passage**, the wakewyrm recognizes them and ceases its assault on the gate.

Once the mother wakewyrm enters the bay, the poachers quickly lose control of the situation. Depending on the state of Skopps' forces, you can choose to have combat end here, as the mother wakewyrm remembers the poachers that took her child. As long as the party doesn't attack the mother wakewyrm or her child after she arrives, the poachers are the sole focus of her fury. While both wakewyrms are in the bay, the mother remains within reach of its child, and the young wakewyrm makes saving throws against Skopps' Beast Command ability with advantage.

Beginning with Skopps, the mother wakewyrm will attack mercilessly, moving from the pirate to his crew once he's down. Skopps' crew will attack the mother wakewyrm, though if Skopps is defeated, their morale will be broken, and they will abandon the cause. The wakewyrms will not leave the bay to pursue the poachers.

CONCLUSIONS

If both wakewyrms are alive at the end of the adventure, they share a touching reunion:

The massive head of the great sea serpent caresses its child in a way that is surprisingly gentle. The pair glide close together, cooing tenderly as they leave the cave. The mother's joyful trills can be heard as the two creatures submerge, disappearing into the waves.

The party can claim the 500 gp bounty from the Coast Guard for turning in Skopps or offering convincing proof of his demise. The local conclave of coastal druids will applaud them if they freed the trapped wakewyrm and react with sorrow if one has died.

If the young wakewyrm is killed, the mother becomes distraught and begins attacking ships around Saltar's Port.

If the young wakewyrm survives but the mother does not, it is too young to survive on its own for long. The druids may be able to give advice on how to help the orphaned wakewyrm.



The Seahawk

WHAT >>> LEADS MAY >>> TIG

INTRODUCTION

Lightning cuts the rain-drenched sky in twain. For just a split second, the ink-black scenery is lit in dazzling shades of blue and red, and then it is dark again. Yet, in that fleeting moment, The Seahawk can see Saltar's Port beneath him. Ragged and weary, barely able to stay aloft in the raging wind, he descends towards the lighthouse he glimpsed in the lightning's flash.

As he tilts his wings downward, The Seahawk—dressed practically in rags—feels the air tingle with energy. He glances upward and braces himself, squeezing his eyes tight for a moment that stretches into eternity. The lightning's flash is blinding. For a single instant, The Seahawk's body reels in agony, then there is only the sickly aroma of charred feathers as he plummets to the earth.

Down and down he falls, landing hard in a patch of shrubs outside the lighthouse, whose flame bravely flickers against the gloom. Tiny feet scamper down the stone stairs of the lighthouse before its creaking wooden door slams open. Arlowene Lum, a hedge lighthouse keeper, sees the smoldering form of the fallen raptor and gasps in horror before rushing back inside. She returns moments later with bandages, ointment, and a blanket, moving as fast as her stubby legs will carry her. Praying to the Amaranthines as she works, Arlowene applies salves to The Seahawk's still-smoking body. She rolls The Seahawk onto the blanket and, with great effort, hauls him up the stairs and into her home. For the next week, Arlowene stays by the Seahawk's side, save for brief trips into town for food and medicine.

Then, one moonless night, the bells sound to announce the arrival of a ship in the harbor. The ship flies no colors, and its construction is unfamiliar. A group of vulpins emerges from the strange vessel, bearing blackened bows and wearing cloaks that seem to melt into shadow. No sooner than they arrive, they vanish along with their ship, disappearing into the dark.

Days later, Arlowene pens a desperate letter. She seals it into an envelope, and, praying once more, she sends it. She hopes against hope that it will reach its destination safely. Should no one answer, she fears that two lives will soon be ended: hers and the Seahawk's.

OVERVIEW

This adventure is split into three parts. **Part 1: Shadows in the Storm** sees the characters hunted through the streets by shadowy assassins after accepting a job to protect a wounded raptor. The dark atmosphere and rain-slicked streets of Saltar's Port lend this section a distinctly noir tone. **Part 2: Enter the Dreamscape** enshrouds the adventurers in a world of dreams and memories, as they must fight through magical nightmares that plague The Seahawk's mind, drawn from his troubled

past. This part of the story leans into horror, with themes of psychological torment and grief. Be sure to discuss this with your table before proceeding, and be willing to make accommodations for players who might feel triggered by this content. Using vague descriptions, changing which nightmare monsters appear, and omitting some of the read-aloud text can help tailor this part for different groups. **Part 3: Awakening** gives the players a chance to question the now conscious Seahawk about the mysteries of his past before they must do battle against his pursuers: a sinister cabal of zealots who worship Kren, the Amaranthine of Trickery. This final battle is a challenging affair that will pit the party against a manifestation of Kren herself, drawn from the shadows by her supplicants.

BACKGROUND

Two weeks ago, a terrible thunderstorm rolled over Saltar's Port. The wind was powerful enough to rock ships free from their moorings, and the rain was so forceful that it tore the bright orange shingles commonly seen on houses in the port clean from their roofs.

A lone raptor flew in that storm, traveling from a distant and mysterious land. How this seafarer—a raptor named Arrevis Fleet—flew so far across the open ocean is a secret known only to him. The raptor's journey ended suddenly when he was struck by lightning in the skies above Saltar's Port and fell to the base of Seawatch Tower, an old temple-turned-lighthouse overlooking the sea.

The keeper of the beacon, a middle-aged hedge named Arlowene Lum, saved the raptor and tended to his wounds within the steeple-tipped tower. With no name by which to address the stranger, Arlowene called him the Seahawk. By some miracle of Ardea, the raptor survived, though he fell into a deep and unshakeable slumber. No more than a week later, an unusual ship flying no colors docked at Saltar's Port, and a group of cloaked and cowed vulpins disembarked. These vulpins are a sect of Kren-worshippers from across the sea; their leaders are shadowy sorcerers known as the Gloomweavers. They have sworn a vendetta against the raptor Arlowene calls the Seahawk and have pursued him to the shores of Humblewood. As soon as they arrived in Saltar's Port, they prowled through the shadows, interrogating locals to locate the raptor.

Although the Gloomweavers had yet to discover Arlowene or the Seahawk after days of searching, Arlowene feared it was only a matter of time before they did, so she hastily sent a message to a trusted friend. In her panic, Arlowene provided few details. All the letter read was, "Strangers and shadows in Saltar's Port—we're all in danger! The guards won't listen. Send warriors! Come to the Rose Hip Tea House, and ask the tea master for Arlowene." Arlowene uses *arcane eye* every evening to watch the tea house for the adventurers' arrival.

KEY CHARACTERS

ARLOWENE LUM [SHE/HER]

Arlowene Lum is the hedge keeper of the Seawatch Tower, a lighthouse converted from a temple in Saltar's Port. Arlowene is a capable mage and a gentle soul, keeping close friends in the port and instructing the occasional apprentice with grand ambitions of taking up schooling at the Avium.

Throughout the years, Arlowene has been known to nurse injured critters back to health. She simply can't help but care for any wounded animal that finds its way to her lighthouse. However, in recent weeks, she's found herself caring for a raptor struck by lightning and has become paranoid of the bladed shadows prowling the streets searching for him.

THE SEAHAWK: ARREVIS FLEET [HE/HIM]

Nicknamed "The Seahawk" by Arlowene Lum, as she does not know his name, **Arrevis Fleet** is a maran raptor injured in the great storm. He currently lies unconscious under Arlowene's care. He comes from a land far from Humblewood, as do the Devotees of Kren, who are hunting him. Arrevis' deeds and what led him to flee his homeland set the events of the adventure into motion (see **The True Story**).

CHRISTOPHE LASZLO [HE/HIM]

A gregarious huden gallus named **Christophe Laszlo** is the proprietor of the Rose Hip Tea House. He knows everyone in town and makes it his business to know what is going on in Saltar's Port. He is concerned about Arlowene and hasn't seen her since the storm.

VELMA LEICESTER [SHE/HER]

A once flighty jerbeen named **Velma Leicester** apprenticed with Arlowene Lum for two seasons. She picked up a handful of magical skills and a deep respect for the healing arts in that time. With the last weeks' events, she is terribly worried about her former teacher. Her usually quick speech devolves into stammering when the subject of Arlowene's disappearance is raised.

HEDY CREST [SHE/THEY]

Hedy Crest is a mistral raptor who is nearing retirement and has served steadfastly as a guard in Saltar's Port for her entire working life. Recently in an incident that was very out of character for the reliable raptor, Hedy disappeared for three days, returning unharmed except for not remembering what happened to her. The Devotees of Kren mistook her for Arrevis and are responsible for Hedy's disappearance.

THE DEVOTEES OF KREN

These followers of the trickster Amaranthine Kren hail from far across the sea. The cult is largely made up of vulpins. Leading the cult's ranks are **vulpin gloomweavers**, shadowy beings who use their mastery of darkness and illusion magic in the service of Kren. They can also work

in concert to perform extraordinary conjuring magic. The Devotees of Kren relentlessly pursue their goal of seizing Arrevis, even at the cost of their own lives.

ADVENTURE HOOKS

You can use one of the following adventure hooks to engage your characters in the story or create one of your own.

Agents of the Council. Arlowene dispatched her message to the Council in Alderheart. The message was concerning but too vague to mobilize the Perch Guard in significant numbers. Instead, a council member passed on the message to the party, requesting their aid in investigating this strange matter.

A Friend from Days Gone By. One of the characters is an old friend of Arlowene Lum. Perhaps, they grew up in Saltar's Port, and their parents had tea with her at the Rose Hip Tea House. Or perhaps, if the character is a mage, they learned some magic from her before they left the port to study magic elsewhere. Whatever the case, Arlowene knows that her old friend is a skilled adventurer, and she sends her frantic letter to them first.

A Missive Intercepted. The characters stumble across the body of a dead vulpin as they are traveling through the woods several leagues north of Saltar's Port. This vulpin, named Lendra Khomei, was a friend of Arlowene's and was tasked with delivering the message to the Birdfolk Council, but he was killed by the Devotees of Kren. A trail of blood leads from the slain courier to the discarded, bloody robes of the Gloomweaver that killed him (the Gloomweaver's body dissolved into shadow after the courier struck a lethal blow). Arlowene's letter is clutched in Lendra's blood-matted paw.



Part 1: Shadows in the Storm



This part begins once the characters arrive in Saltar's Port and make their way to the Rose Hip Tea House. Their journey begins at sundown, as the first drops of rain begin to tap upon the port's stony cliffs and roads. Read or paraphrase the following to set the scene for this adventure:

The last rays of the sun disappear over the eastern horizon as you slip into the Rose Hip Tea House. The scent of fruit, herbs, and incense fills the air, eclipsing the scent of salt that permeates the streets. Two dozen birdfolk and humblefolk sit in comfort near the cozy fireplaces of the tea house, sharing quiet conversations while a bard tunes her guitar from a stage in the corner. The letter that guided you to this place urged you to ask for Arlowene. The head brewer nods at you as you enter and then turns to hang another kettle over the fire.

THE ROSE HIP TEA HOUSE

The Rose Hip is a cozy establishment that serves tea rather than ale or mead and fresh pastries instead of heartier fare. Its comfortable chairs, intimate layout, and three warm fireplaces make it a common meeting spot for the people of Saltar's Port. The port's hardened seafarers rarely patronize this establishment, as they often seek harder drinks than tea. Nevertheless, the Rose Hip rightfully claims to have the best tea south of Alderheart.

The Rose Hip has several noteworthy features and individuals with which the characters may interact. Once the characters have interacted with all of them—or once they get bored or settled down to wait for Arlowene—advance to the next section, **Sing a Song of Shadow**.

TEA MASTER CHRISTOPHE LASZLO

Christophe Laszlo is the Rose Hip's tea master. The huden gallus has run the shop for nearly a decade, and he is proud of the gentle, thoughtful community he's built in that time. He has a deep knowledge of teas from all across Everden and knows just about all of the local gossip too as he's friends with nearly everyone who frequents the shop.

Characters who ask him about events or rumors in town will learn one of the things listed on the Local Happenings Table. Roll on the table, or choose a piece of information based on what they ask.

LOCAL HAPPENINGS TABLE

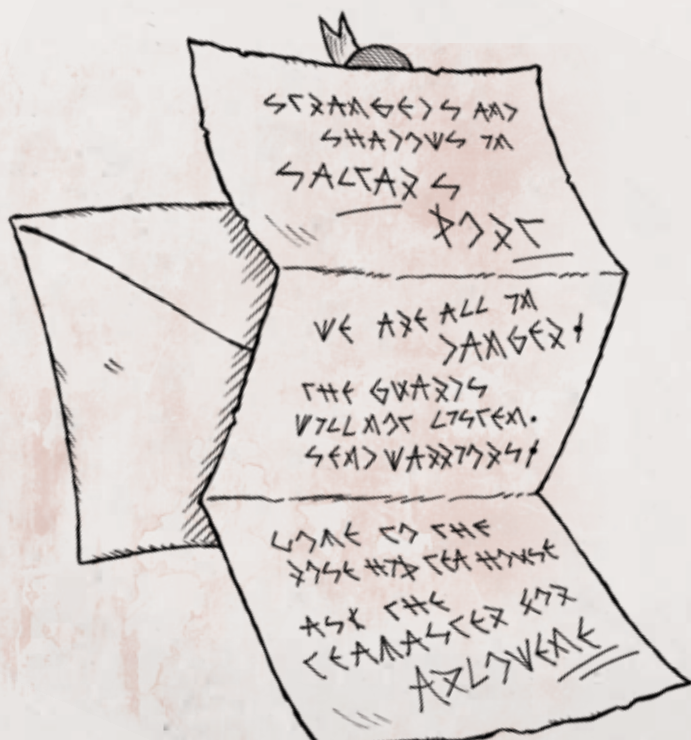
d4 Local Happenings

- "We got hit by a real banger of a storm two weeks ago. Folks say they saw someone flying in the gale, but no one's owned up to doing something so daft. Who could it've been?"
- "A few days after the storm hit, a ship flying no flag docked at the harbor. A group of vulpin in dark garb disembarked, and then the ship left! They've been hassling folk for information about a raptor that blew in on the storm. I don't know anyone like that. D'you?"
- "My friend Arlowene Lum hasn't been seen much since the storm. She's been holed up in 'er lighthouse for nigh on two weeks now! Velma over there is 'er apprentice, but she's been awfully quiet lately. Perhaps you could try talking to 'er?"
- "A talonful of raptors have gone missing for days at a time, like ol' Hedy Crest over there. Once they came back, they didn't even know they'd disappeared. Listen strangers, dangerous things are happening here. You should leave before you get yourself involved. Oh, now, don't worry. We're hardy sailin' folks around here, and we can handle ourselves!"

HEDY CREST

Hedy Crest has been a guard for the city of Saltar's Port most of her life. Since joining the guard on her eighteenth birthday, Hedy has never missed her watch in 63 years without good reason—except for last week. She disappeared for three days and then returned with no memory of where they'd been.

Hedy is deeply concerned about her missing days but feels that she is otherwise unharmed. The truth is that she was abducted by the mysterious sect of shadowy, Kren-worshipping vulpins known as the Gloomweavers because they mistook her for the Seahawk. She was held for three days as they interrogated her, suspecting that she might know of the Seahawk's whereabouts. When the Gloomweavers failed to glean any salient information, they magically purged her memories of the incident and set her free.



VELMA LEICESTER

If players approach **Velma Leicester**, she will be skittish and a little on edge. With a little convincing, the party can get Velma to open up about her last exchange with Arlowene. According to her, Velma last saw Arlowene a week ago on the hedge mage's most recent trip into town, when she picked up a few bushels of medicinal herbs from a local shop. Arlowene looked like she had been awake for days and hissed at her, "You didn't see me. I was never here."

Velma was hurt and confused by the exchange, and she has tried knocking on Arlowene's door several times over the past week, to no avail—though the light inside the lighthouse has kept burning.

SING A SONG OF SHADOW

After the characters speak to one of the inhabitants of the tea house, or if they decide to wait for Arlowene without speaking to anyone, a bard in the corner begins to strum a tune of Kren, the Amaranthine of Trickery.

The tea master approaches you, a pot of tea and several cups in hand, and offers to pour you a cup of sun-touched green tea. As he does so, an inviting and mysterious chord rings out from the corner of the tea house as a mapach bard clears his throat and begins to growl a half-spoken, half-sung tune:

"I sing a song for gloomy days,
For the guardian of shadowed ways.

One day upon the coast, I walked,
Hearing hushed whispers 'n fearful talk.
And in the shadows, I swear I heard,
A shad'wy beast speak a chilling word.

The name of Kren! That tricky villain,
Whose heartless cunning brings folks to ruin.
Since day's first dawning, she's been this way,
With wiles to lead e'en the Dawn astray."

Before the bard can sing more, however, the door to the tea house opens gently, accompanied by a loud thunderclap. All of the patrons start and turn towards the door: a small, drenched, and thoroughly bedraggled hedge in a lacy bonnet steps wearily into the tea house.

ARLOWENE'S ARRIVAL

This hedge is **Arlowene Lum**, and she has been traveling stealthily through the streets of Saltar's Port. For the past two weeks, she has tried to avoid the gaze of The Devotees of Kren stalking the streets of the port. Both good fortune and disaster have visited her tonight. Though adventurers have arrived in town to help her, the Devotees have learned about the high volume of medical supplies she has purchased in the past few weeks and made their way to Seawatch Tower just after she left.



Arlowene Lum

If the characters don't immediately approach Arlowene, she meanders over the tea master and mutters an inaudible question. Christophe looks towards the characters' table and points her over. When Arlowene reaches the party, she scrutinizes them and asks,

"Can you show me the letter I sent you? I need to know that you're you and not one of those... things."

Once the characters have proven their identity, a weary smile crosses Arlowene's face.

"I'm sure you have a lot of questions. I'll answer anything I can."

Arlowene can answer any questions relating to her experiences as described in the adventure **Background**. Once she's answered three questions (or whenever you wish to add some tension), read the following.

Arlowene's eyes go wide as she leaps from her chair. "My alarm!" she gasps. "We need to hurry. Someone's at the door of the lighthouse. They must be trying to get him."

Arlowene's *alarm* spell, which was cast over the area around the front door of Seawatch Tower, was just triggered by the Devotees of Kren. Arlowene's other abjurations are sufficient to keep the Gloomweavers out of the lighthouse, but the cultists now definitively know the Seahawk's location.

STALKERS IN THE STREETS

Arlowene asks the characters to hurry with her to Seawatch Tower. If they have any other questions, she'll answer them as soon as they arrive at the tower, or she will answer in terse, single-word replies as they dash through the streets of Saltar's Port.

Seawatch Tower stands upon a tall spire of rock, separate from the cliffs bearing the rest of the port town's buildings. A narrow, twisting staircase descends from the port's bustling center to a long bridge made of rope and sturdy wooden planks. This bridge is the only way creatures unable to glide can travel from the cliffs to the spire.

THE FOLLOWING ENCOUNTERS HAVE THESE GENERAL FEATURES:

- ♣ **Light.** Dark clouds obscure the moon. Strings of lit lanterns provide only dim illumination, and their light flickers in the wind, casting ominous shadows everywhere.
- ♣ **Rain.** The rain beats steadily, extinguishing open flames and imposing disadvantage on Wisdom (Perception) checks that rely on sight or hearing.
- ♣ **Wind.** The wind is restless and blows at moderate speeds: enough to carry away loose papers and make lanterns flicker but not enough to impose any mechanical disadvantage.
- ♣ **Falling.** The route the players must take to reach Seawatch Tower runs along precipices over the churning darkness of the sea 100 feet below them. Though creatures are at no risk of falling on their own, effects that push or pull creatures can cause them to fall, which is likely to be fatal. Should a creature be pushed off a ledge, have them make a DC 12 Dexterity saving throw. If successful, they catch themselves and remain standing. If not, they hang onto the ledge for dear life and are incapacitated until another creature spends their action to help lift them back onto solid footing. An incapacitated creature can hold on for a number of rounds equal to their Constitution modifier (minimum of 1 round), after which they lose their grip and fall. Creatures that can glide (or cast feather fall) land in the icy waters unharmed and can swim to shore. They gain a level of exhaustion upon reaching land. Otherwise, creatures take 35 (10d6) bludgeoning damage from the fall and begin to drown in the icy waves.

Once the characters and Arlowene reach the top of these stairs (see **Fig. S1 to S3** for maps of the approach to Seawatch Tower), read or paraphrase the following:

Arlowene leans over and puts her hands on her eyes, panting. She points towards a spire of rock looming out of the water and gestures toward its zenith. A tiny flame flickers above the rock. "My lighthouse," she says. "The only way over is the bridge."

The Devotees of Kren have gathered in three locations between the characters' current location and Seawatch Tower. They leap from hiding and attack the characters if they pass within 30 feet of their hiding spots. If the characters use magic or a clever trick to bypass a location, the Gloomweavers waiting there must make a group Wisdom (Perception) check opposed by a group Dexterity (Stealth) check from the characters. On a success, the Gloomweavers see the characters go by and give chase. On a failure, the Gloomweavers continue to wait in hiding, unaware that their ambush was circumvented.

S1. AMBUSH ON THE STAIRS

A **vulpin cult fanatic** and four **shadows** lurk in the darkness on the stairs' first switchback. They attack and fight to the death. Each segment of stairs shown on the map is 60 feet long and 5 feet wide, and the areas where the stairs switch over are 15-foot square. Upon defeating the enemies, Arlowene grimly comments that these vulpins weren't the terrifying, shadowy beings that have been stalking her but normal flesh-and-blood creatures.

S2. ARCHERS ON THE BRIDGE

The 10-foot wide bridge spans a 120-foot gap between the city proper and the spire of rock upon which Seawatch Tower stands. Two **vulpin berserkers** are hiding in a covered bridge house on the Seawatch Tower side, and they charge the characters once the party comes within 30 feet. A **vulpin gloomweaver** hiding on the cliffs above the bridge reveals itself and attacks with a longbow at the same time. Shuddering at the sight of the shadow-wreathed archer, Arlowene questions if the characters had ever seen such a thing.

S3. SHOOTING FROM ATOP THE SPIRE

Once the characters reach the spire, they must ascend a series of 10-foot-wide stone stairs that wind around the spire. As the characters climb, two **vulpin gloomweavers**, drawn by the battle on the bridge, attack with their longbows from a ledge of rock 80 feet above. A creature that uses its action to Hide against the cliff face gains three-quarters cover until the next time it moves. If the characters begin using this tactic, the Gloomweavers ready the Attack action and strike once the party leaves cover. Creatures are at no risk of falling here.

ARCHERS ON THE STAIRS

Fig. S1

-  VULPIN CULT FANATIC
-  SHADOW

SHOOTING FROM ATOP THE SPIRE

Fig. S3



VULPIN GLOOMWEAVER

ARCHERS ON THE BRIDGE

Fig. S2



VULPIN BERSERKER



VULPIN GLOOMWEAVER

1 Square = 5 Feet

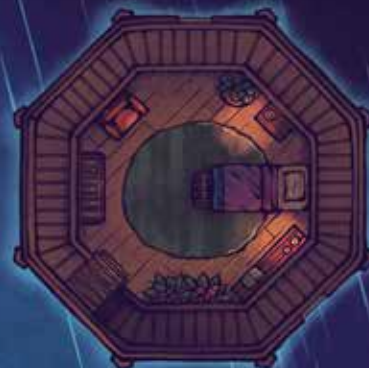
SEAWATCH TOWER

Fig. S4

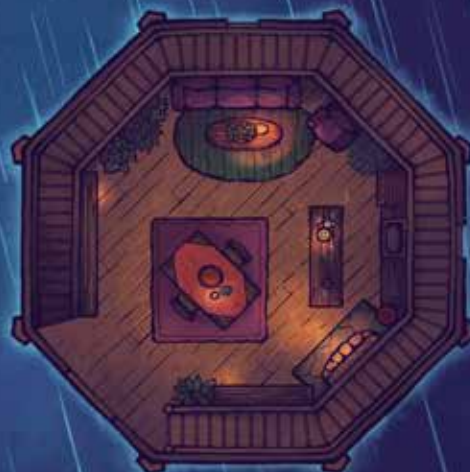
THIRD FLOOR



SECOND FLOOR



FIRST FLOOR



SEAWATCH TOWER

When the characters reach the top of the spire and the base of Seawatch Tower, read or paraphrase the following:

Arlowene heaves a sigh of relief and smiles at you gratefully. “It looks like they weren’t able to get through my wards, at least.” She walks toward the stone door of the ancient lighthouse and places her hand against it. The door responds to her touch and slowly grinds open. Arlowene beckons you in.

Seawatch Tower (Fig. S4) has three floors, the first floor, a small bedroom for Arlowene above it, and an even smaller room above that housing the lighthouse beacon. The beacon, when lit, shines from a number of openings arrayed around the steeple of the tower.

Once inside, Arlowene closes the door and leads the characters up to her bedroom. There, a singed, unconscious raptor with a ruby amulet around his neck lies on the bed, breathing heavily. If the characters have any more questions for Arlowene, she answers them to the best of her ability. Then, she says:

“And here he is, the Seahawk. He was hurt terribly in the storm, and he hasn’t awoken since. I asked you to come here because I’ve healed his body as much as I can, but I think what’s keeping him locked in slumber is something within his mind. I’m skilled in protective and healing magic, but even I’m at a loss. Could any of you help?”

A character that examines the Seahawk can make a DC 10 Intelligence (Arcana) or Wisdom (Medicine) check. On a success, or if the character casts a spell like *cure wounds* or *lesser restoration* on the raptor, three things occur in quick succession:

- The character feels a shock run through their fingertips which causes them to reel backward slightly.
- The raptor stirs slightly, furrows his brow, and mutters, “Help... Please... I’m so sorry.”
- The character’s vision goes dark, and they see a vision of the Seahawk being struck by lightning in a stormy sky.

When the characters relay what just happened, Arlowene shakes her head and says that she saw the same thing.

“Though the Seahawk’s body is healed, his mind is like an open wound. Over the past two weeks, I’ve devised a spell that should let you peer inside and fight back against whatever evil magic is preying upon him.”

If any of the characters are suspicious or hesitant about undergoing this experimental ritual, Arlowene acknowledges their reluctance and offers a magical trinket as a reward: the magic amulet she had used to help heal the Seahawk’s wounds. She takes the ruby amulet from around the Seahawk’s neck—a *periapt of wound closure*—and offers it to the characters.

“This was to be your reward,” Arlowene says, “but you should have it now. If I’m right, there’ll be some danger inside that raptor’s troubled mind.”

RITUAL OF UNFURLED DREAMS

Arlowene describes her ritual as one that makes landscapes out of dreams, laying bare the thoughts and fears of a mind plagued by dark memories or evil magic. She asks the characters to sit in a semicircle around the Seahawk while she touches his temples and sings an incantation. After several minutes of chanting, a tingling sensation fills the bodies of the party members, starting from their fingertips and spreading upwards. As it does, their bodies become translucent, filled with colors like ink drops swirling in water. Then, their vision stretches, and they feel their now-incorporeal forms being pulled toward the Seahawk’s body.

The last thing the party sees is Arlowene bowing slightly and saying, “Thank you, and good luck,” in a distant voice. Then all goes black and silent.

This moment can be a cliffhanger if the characters took some time to reach Seawatch Tower and you plan on playing this adventure over multiple sessions. Otherwise, advance to **Part 2**.



Part 2: Enter the Dreamscape



The characters have entered a magical dreamscape crafted from the Seahawk's subconscious. Once the characters enter, read or paraphrase the following:

Everything is dark and cold. Frigid wind tears at your skin, and rain pummels your bodies. Then, the moon emerges from behind a stormcloud like a beacon, illuminating the landscape. You stand upon a rock in the middle of the sea, a wrecked ship crashed upon it, dangerously tilting into the abyss. Several other rocks dot the churning water—including a tall one in the distance, near which the ship's mast leans. The Seahawk stands atop the distant rock, wings outstretched, nervously preparing to leap into the storm.

This is the Midnight Sea, the first of three dreamscapes created by Arlowene's ritual. As soon as a character touches the Seahawk, the entire party is wrenched into the next dreamscape as the Seahawk's subconscious mind tries to flee from the intruders. The dreamscape is a recreation of the night the Seahawk flew to Salter's Port, but it has been infected by the nightmares that plague the Seahawk's guilt-wracked mind.

DEATH IN THE DREAMSCAPE

The characters' bodies are not physically within the dreamscape, only their consciousnesses. When characters enter the dreamscape, they do so with the number of hit points and any conditions they currently have. If a character dies within the dreamscape, their consciousness returns to their body in Seawatch Tower. The traumatic experience causes them to gain two levels of exhaustion. When a character dies within the dreamscape, any excess damage beyond that which dropped them to 0 hit points is carried over to their physical body outside the dreamscape. As long as the excess damage does not reduce their physical body to 0 hit points, they do not fall unconscious. Any conditions that the characters suffer inside the dreamscape persist in the real world when they return to their bodies.

By spending 10 minutes recasting the ritual, Arlowene can send the character back into the dreamscape, where they reappear alongside their party members.

NIGHTMARES

All of the dreamscapes are plagued by nightmares in the forms of **jerbeen horrors**, **Kren's fangs**, **shadowbeasts**, and **vulpin horrors**.

DREAMSCAPE 1: MIDNIGHT SEA

THE FIRST DREAMSCAPE HAS THE FOLLOWING GENERAL FEATURES:

- ✦ **Light.** The moon shining above blankets the entire dreamscape in dim light. Every 12 seconds or so, a bolt of lightning splits the sky, brightly illuminating everything for a moment.
- ✦ **Sound.** The storm drowns out most sounds, making it impossible to hear sounds more than 10 feet away.
- ✦ **Water.** The sea violently churns and froths. Any creature without a swim speed that starts its turn in the water takes 3 (1d6) bludgeoning damage.

GNASHING ROCKS

A two-masted ship is wedged between a pair of rocks, held in a vice-grip by the waves. The characters appear on one of these rocks, and they can easily leap to the ship from there. Every few seconds, the rocks gnash together like teeth, sending splinters flying from the ship's hull. A creature standing on the edge of one of these rocks when they collide with the hull must succeed a DC 13 Strength saving throw or fall into the water.

WRECK OF THE PENITENT

This ship is called The Penitent, and though it was named something less dramatic in real life, the Seahawk's guilt has altered its name in the dreamscape. The ship's name is clearly visible on its hull.

When the characters set foot on the ship's deck, three nightmares bubble up from the ship's hold. These nightmares take the form of a **shadowbeast** and two **vulpin horrors**. Every other round, on initiative count 20, two more vulpin horrors appear from belowdecks to attack and pursue the characters. They continue appearing until the characters reach the Seahawk and depart this dreamscape. If the players don't realize that these nightmares will continue bubbling up from below indefinitely, you can describe the sound of shrieking and howling continuing endlessly belowdecks to goad them from the ship or simply clarify that they will appear without end.

DRIFTING ROCKS

The smaller rocks in this sea bob up and down and are tossed around by the waves like buoys. A character that ends its turn on one of these rocks must succeed a DC 13 Strength saving throw or fall into the water.

SEAHAWK'S PERCH

The Seahawk stands atop a needle of rock jutting out of the stormy sea. He stands, wings outstretched, waiting for the wind to change so he can leap into the storm and fly towards the shore he hopes is to the north. A strange, cone-shaped monument stands on this rock. A wreath of flowers hangs around the monument, and the name "Chimdry" is carved upon it.

Once the characters appear, he takes a few tentative steps back, but he doesn't leave the rock. If any of the characters touch him, he screams, "No! I'm so sorry!" as the dreamscape lurches, and all of the characters appear in **Dreamscape 2: Winter's Frost**.

If the characters don't try to touch the Seahawk, he charges at one of them, screaming, "Get away from me!" When he touches a character, the party is transported to **Dreamscape 2**.

DREAMSCAPE 2: WINTER'S FROST

When the characters leave the first dreamscape, read or paraphrase the following:

Your whole body lurches, and your vision goes white. You blink your eyes, and the brilliant glow dims until you see that you are buried waist-deep in snow! You're in a pine forest layered in a thick blanket of snow and frost deeper than any winter you've ever experienced. The pine trees seem strangely different from the ones you've seen in Humblewood. A set of tracks lead into the woods and away from the snowdrift in which you're stuck.

THE SECOND DREAMSCAPE HAS THE FOLLOWING GENERAL FEATURES:

- ♦ **Light.** The sun is setting, and it paints the sky with brilliant hues of orange and pink. The entire forest is brightly lit as the sun glints off the snow, but the sun also casts long, dark shadows against the trees.
- ♦ **Sound.** The snow muffles all sound within the wood. Creatures can hear loud noises from up to 100 feet away, but such noises are quickly silenced.
- ♦ **Snow.** The snow is over four feet deep. A Medium creature must spend 2 feet of movement for every foot it moves through the snow, and a Small or smaller creature must spend 3 feet of movement for every foot it moves. At the end of every hour a creature spends in the snow, it must make a DC 13 Constitution saving throw, gaining one level of exhaustion on a failed save.
- ♦ **Tracks.** A set of tracks are clearly visible in the snow. A creature that makes a successful DC 13 Intelligence (Nature) or Intelligence (Investigation) check determines that these are a jerbeen's tracks, and one that makes a successful DC 13 Wisdom (Medicine) or Intelligence (Investigation) check notices that the creature was moving with a pronounced limp.
- ♦ **Trees.** The thick pine trees that make up this wood look familiar but notably different from trees in the Wood. Characters from Humblewood have never seen a tree quite like this one, and someone that makes a successful DC 15 Intelligence (Nature) check deduces that they must be in a different land.

NAVIGATING THE SNOWY DREAMSCAPE

Characters must travel through the woods before reaching the part of this dreamscape. If the party travels anywhere except in the direction of the tracks, they wander aimlessly for an hour before finding themselves back where they started. If the characters follow the tracks, they must make three consecutive Wisdom (Survival) checks, each more difficult than the last, as described below. If there are no characters proficient in this skill, you can reduce the difficulty of all the checks by 3 to make this section more manageable.

When the characters fail a Wisdom (Survival) check, they get lost and wander through the woods for an hour before finding themselves back at the place they were before they made that check. They have advantage on any Wisdom (Survival) check they have made before, as they can see their own tracks still in the snow.

FOLLOWING THE SOLITARY TRACKS

The characters begin following the trail, and one of them must make a DC 13 Wisdom (Survival) check. On a success, they advance through the forest and find that another set of tracks has joined the jerbeen's tracks. A creature that succeeds on a DC 13 Wisdom (Survival) check learns that these are the tracks of a raptor.

The Seahawk



FRESH SNOW

The forest thins here, which eases navigation; however, fresh snow has partly obscured the tracks. One of the characters must make a DC 15 Wisdom (Survival) check. On a success, they follow the tracks until they find two creatures, the Seahawk and the jerbeen. The Seahawk kneels over the jerbeen's frozen corpse, weeping. When the characters approach—even if they are perfectly silent—this dream image of the Seahawk notices their arrival. He looks up and snarls, "Stay away," and flies into the dark woods beyond.

DEEPEST WOODS

The woods are thick and dimly lit here. No tracks are visible in the snow, but a few scant feathers from the Seahawk's wings have fallen onto the snow, and his talons have carved a few gouges into the pine trees. One of the characters must make a DC 17 Wisdom (Survival) check. On a success, the party follows the Seahawk's trail until they reach a 60-foot tall hill. Atop this hill is a small cottage surrounded by pine trees, smoke gently curling from its chimney.

UNSETTLING COTTAGE

Something about this picturesque cottage feels wrong. As the characters climb the hill to approach it, two nightmares bubble out of the trees near the cottage and guard the door. Two more nightmares emerge from the snow at the base of the hill and pursue the characters. The two nightmares near the cottage are **Kren's fangs**. The two nightmares charging up the base of the hill are **jerbeen horrors**.

The cottage's door opens easily. The inside of the cottage is a 20-foot-square room. It is decorated sparsely and includes a simple fireplace, a bed, and a trapdoor in the corner that leads to a cellar. Inside, the Seahawk is huddled against the fire. He doesn't respond to anything. Instead, he only sits and stares into the flames. When a character touches him, the trapdoor in the corner of the cottage springs open and begins to suck the characters in. A character can resist the suction by succeeding in a DC 13 Strength saving throw. The Seahawk automatically fails this saving throw and is instantly dragged into the

cellar. Once he is dragged in, the trapdoor slams shut, but it can be opened again. A creature that tries to resist but fails is unwillingly sucked into the trapdoor takes 3 (1d6) bludgeoning damage.

If the characters are sucked in or willingly enter the trapdoor themselves and climb down the ladder within, they enter

Dreamscape 3: Kren's Fury.

DREAMSCAPE 3: KREN'S FURY

When the characters leave the second dreamscape, read or paraphrase the following:

You land with a thud in a warm cellar. A ladder next to you leads up into the cottage above, and in front of you is an earthen tunnel lit by candles in small alcoves dug into the walls. At the end of this hallway is a door. From beyond it, you hear an endless chorus of anguished shouts.

THE THIRD DREAMSCAPE HAS THE FOLLOWING GENERAL FEATURES:

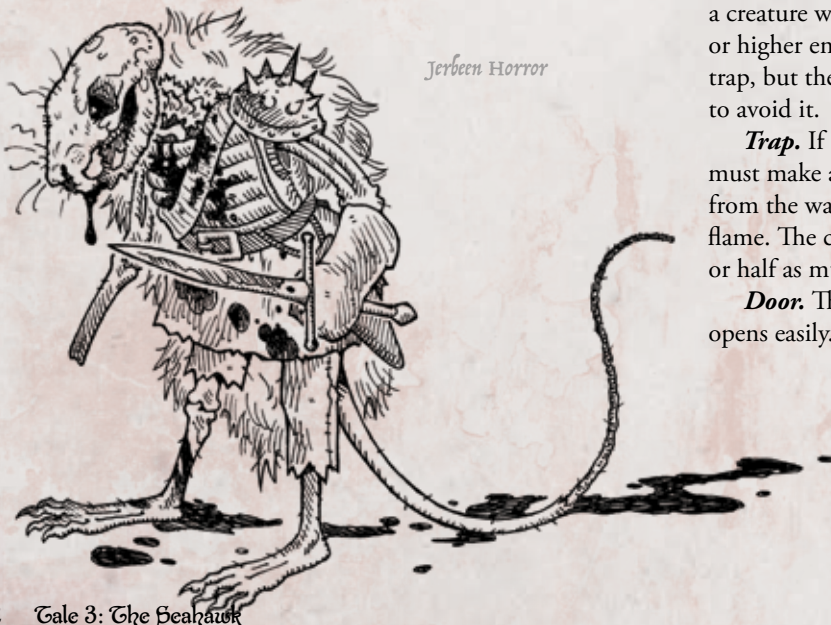
- ♦ **Ceilings and Floors.** This cellar is made from firm, well-packed earth. The walls and floor are smooth, but the ceilings are uneven. In places, thick roots protrude into the chamber, dripping water into puddles on the floor.
- ♦ **Light.** This cellar is dimly lit by flickering candles. The shadows they cast on the walls dance erratically, making it seem as though something is constantly moving within the walls.
- ♦ **Sound.** The Seahawk is bellowing in pain and anger in the main room of this chamber, and his anguished shouts can be heard throughout the dreamscape.

TRAPPED HALLWAY

A tripwire of nearly invisible thread stretches across the hallway. A creature that searches the room and makes a successful DC 15 Wisdom (Perception) check notices it. Alternatively, if a creature with a passive Wisdom (Perception) score of 15 or higher enters the tripwire's space, they still activate the trap, but they have advantage on the Dexterity saving throw to avoid it.

Trap. If the trap is activated, the creature that activated it must make a DC 16 Dexterity saving throw as jets of gas burst from the walls, turning the candles in their alcoves into jets of flame. The creature takes 17 (5d6) fire damage on a failed save or half as much on a successful one.

Door. The door to the next chamber is slightly ajar and opens easily.



SHRINE TO KREN

The room is thick with scented black and purple smoke billowing from a mound of burning incense. On the other side of the mound, you can faintly see the Seahawk as he roars and bellows at an unseen figure. “Give him back!” he bellows. “You monster, you killed him! Your people killed him!”

The Seahawk is shouting at a statue of Kren in an alcove on the far side of the room. He holds a gleaming, gold-hilted longsword with inlaid jewels (his longsword of life-stealing). He begins wildly battering the statue with the sword when the characters enter the room,

If the characters address the Seahawk, he turns around in a panic and asks who they are and why they’re here. He thinks that the characters are Devotees of Kren, here to kill him (see **The True Story**). He doesn’t accept anything the characters tell him as truth until the nightmares arrive, and the characters help him defeat them.

Incense Pile. The smoke that fills this room emerges from a smoldering line of heaped incense and pitch that divides the room in two. Everything on one side of the incense mound is lightly obscured to creatures on the other side. A creature that moves across the line of incense must make a DC 15 Dexterity saving throw as purple flames leap upward. The creature takes 7 (2d6) fire damage and 7 (2d6) necrotic damage on a failed save or half as much on a successful one.

Enter the Shadows. Moments after the characters enter, a group of nightmares that take the shape of two **jerbeen horrors** and two **vulpin horrors** materialize from the small closet adjacent to the room.

One of the vulpin horrors scoffs maliciously, “You killed him, Arrevis Fleet. You killed Chimdry. You betrayed your friends, you betrayed your order, and you disrespected Kren. Now, you will die in disgrace.”

The Seahawk, who the characters now know is named **Arrevis Fleet**, fights the **vulpin horrors** ferociously but cannot bear to turn his sword against the **jerbeen horrors**. A player that succeeds on a DC 13 Wisdom (Insight) check can see that The Seahawk is averting his gaze from the jerbeen horrors as though the sight of them brings him great pain. If the vulpin horrors are defeated, and the jerbeen horrors are the only remaining opponents, Arrevis will crumple on the ground, unable to defend himself. He repeats the phrase, “Chimdry, I’m so sorry. Forgive me...”

If the Seahawk is killed, the dreamscape shudders and collapses, and the adventurers are returned to their bodies in Seawatch Tower, and each character gains a level of exhaustion from the stress of being wrenched out of the dreamscape.

If all of the nightmares are defeated, the Seahawk looks at them with clear eyes and says, “All of you... I will find you again.” The dreamscape then slowly melts away, and the characters return to their bodies.

At the completion of the ritual, upon returning to their bodies, the characters retain any damage taken and any conditions gained in the magical dreamscape.

Your eyes open, and a dull pain buzzes in the back of your head. As your vision focuses, you see Arlowene kneeling before you, looking worriedly into the faces of you and your companions, one by one. She has a set of cold, wet cloths in her hands and presses them against each of your foreheads in succession. As she frets over you, you hear a noise from the bed, and The Seahawk stirs. He rises slowly to a sitting position and looks at you with a bleary, questioning gaze.

REWARDS

Once the characters come to their senses, Arlowene takes her *periapt of wound closure* from The Seahawk’s neck and holds it out towards the party. “For everything you’ve done,” she says simply.

If any of the characters have taken damage, levels of exhaustion, or had their hit point maximums reduced, Arlowene offers to use *greater restoration* and she provides as much healing as she can.

If you are using XP for leveling, award standard XP for foes defeated in the dreamscape and half XP for any foes they successfully escaped in the dreamscape.

*Periapt of
Wound Closure*



DAV KZEN VHA Γ 75 JV E>

inhabitants of their region. As the jerbeen had earned nothing honestly that year, he was left to starve in the cold.

Later that day, the Devotees of Kren dispatched a group of loyal Gloomweavers to kill Arrevis for his affront to their Amaranthine. The raptor fled and stole a boat from the harbor in the north and sailed into the trackless ocean in the hope that he could find a safe haven in an unknown land. In the open ocean, Arrevis was overtaken by a terrible storm. His little boat began to take on water. Climbing to the top of the mast as the rain and wind lashed him, Arrevis swore to the Altus, the Amaranthine who watches over those who challenge themselves and endure hardships, that if he survived, he would put his cruel ways behind him and work to better the lives of others. He let go of the mast and let the winds of the storm lift him. In a near-impossible feat, Arrevis flew on and on, propelled by the storm until he spotted the safety of Seawatch Tower. Just before he could reach it, Arrevis was struck by lightning.

Arrevis believes that Altus heard him and intervened, sweeping him into the storm as a test. He doesn't know if he passed or failed, only that he is determined to face his past and start living honestly, to make up for his misdeeds.

His name is Arrevis Fleet, and he comes from a small wooded peninsula in the vast lands of Timberfell, which lie across the eastern sea. A group of Devotees of Kren ruled this land, and powerful arcanists known as Gloomweavers used their power to enrich themselves at the expense of others. Most of their order were vulpin who believed themselves the rightful inheritors of Kren's power, though a handful of their members were birdfolk and humblefolk who decided that joining the evil order was preferable to suffering under it. Several months ago, Arrevis made such a deal with the Devotees of Kren, joining their occult order. A friend of his, a jerbeen named Chimdry Bress, joined with him. In addition to the security their new position afforded them, the pair were also gifted with powers of illusion and guile befitting servants of Kren.

A black and white illustration of a tall, dark, pointed tower rising from a steep, rocky mountain. The tower is surrounded by small, white, gabled houses. At the top of the tower, a large, stylized eye with radiating lines is visible, set against a background of clouds and a bright sun or moon.

The Devotees of Kren warned Arreis that his hubris would invoke the Amaranthine's fury, but the raptor ignored their threats. Several weeks later, winter's frost set in, and Arreis realized he hadn't heard from Chimdry in days. Arreis traveled out into the woods, where he found Chimdry staggering about, emaciated, almost frozen to death, and digging frantically in the snow. The Devotees of Kren had stolen back the food and supplies Chimdry had taken from the other

THE FINAL ATTACK

With the Seahawk safe, the characters may believe their role in this story is complete. If they bid farewell, Arlowene and Arrevis thank them and let them go on their way.

Whether the characters are in Seawatch Tower or not, the Gloomweavers attack shortly after the characters exit the dreamscape. With their combined magic, the Gloomweavers intend to conjure a deadly shadow manifestation of Kren herself, which they will use to crack Seawatch Tower like an egg to reach the Seahawk within.

If the characters are present within Seawatch Tower, they watch this scene transpire firsthand. If they're outside, they watch it happen from a distance and can try to rush back to the tower and stop it. This battle uses **Fig. S5**, a map of Seawatch Tower and the spire of rock it stands on.

Regardless of where the characters are, read or paraphrase the following when the attack begins:

Suddenly, everything goes dark. Candles extinguish, lamps sputter out, and even the moon and stars themselves disappear from sight. Then, a star flares back into existence. Then another, and another, until only a single constellation can be seen in the cloudy evening sky. The constellation begins to move. The clouds surrounding it give it form, growing around the skeleton of starlight until a fox-like body of tempestuous shadows descends from the heavens. Lightning splits the sky. A manifestation of Kren, over 100 feet long from the tip of her ears to the point of her swirling tail, now curls around Seawatch Tower.

REWARDS

- During the conclusion, Arrevis hands over his magnificent *longsword of life stealing*, saying that it was a gift from the Devotees of Kren when he first accepted their power, and he doesn't want to use it ever again.
- Award standard XP for defeating the Gloomweavers and an extra 1000 XP or 250 XP per player to account for the challenge posed by the Manifestation of Kren if you are using XP.
- Award each player a bonus of 100 XP if they manage to defeat the Gloomweavers before the Manifestation of Kren destroys Seawatch Tower.

This combat encounter has three major parts that the GM should be aware of: the **Manifestation of Kren**, the **Gloomweaver Conjurers**, and the Gloomweavers' goal of **Destroying Seawatch Tower**, all described below. During this battle, Arrevis draws his sword and fights, while Arlowene does her best to protect and heal the characters.

MANIFESTATION OF KREN

The most bombastic part of this battle is the 100-foot-tall fox of shadow and starlight trying to knock down the tower. Despite its intimidating size, the manifestation isn't a monster. It's a magical effect maintained by the **vulpin gloomweavers** controlling it (as described in **Gloomweaver Conjurers**).

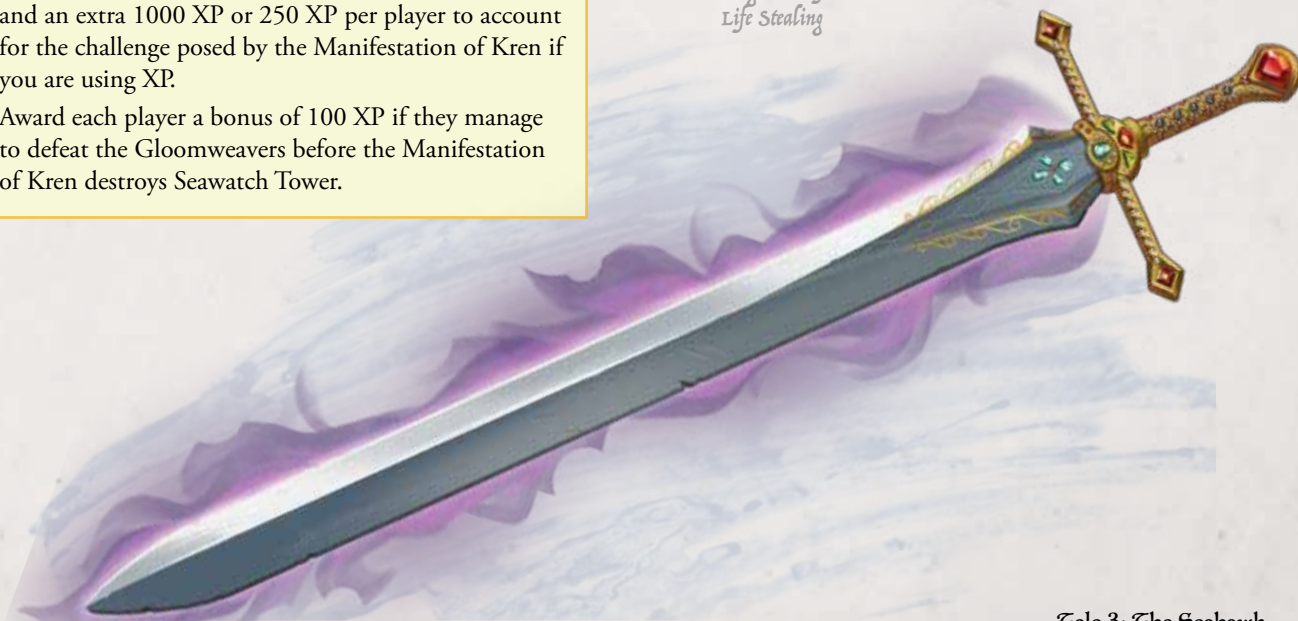
The manifestation acts like a Legendary Action for the group of Gloomweavers. At the end of a creature's turn, the manifestation can take one of the actions listed below. It can't take more than three actions per round, and it can't use the same action twice in a row.

Fell Sight. The manifestation's eyes gleam with fell starlight. Up to four creatures of the conjuring Gloomweavers' choice which they can see, must make a DC 14 Charisma saving throw. On a failure, a creature is wreathed in illuminating starlight until the end of its next turn. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

Siege Slam. The manifestation slams its shadowy claws into a creature or object within 100 feet of any of the Gloomweavers conjuring it. The target must succeed on a DC 14 Dexterity saving throw, or take 7 (2d6) bludgeoning damage and 7 (2d6) cold damage. Unattended objects automatically fail this save. This attack deals double damage to objects and structures and ignores their damage thresholds.

Tearing Shadows (Costs 2 Actions). The shadowy form of Kren swoops through the air and across the battlefield, creating a 120-foot line that is 30 feet wide. All creatures in that line must make a DC 14 Constitution saving throw, taking 21 (6d6) cold damage on a failed save or half as much damage on a successful one.

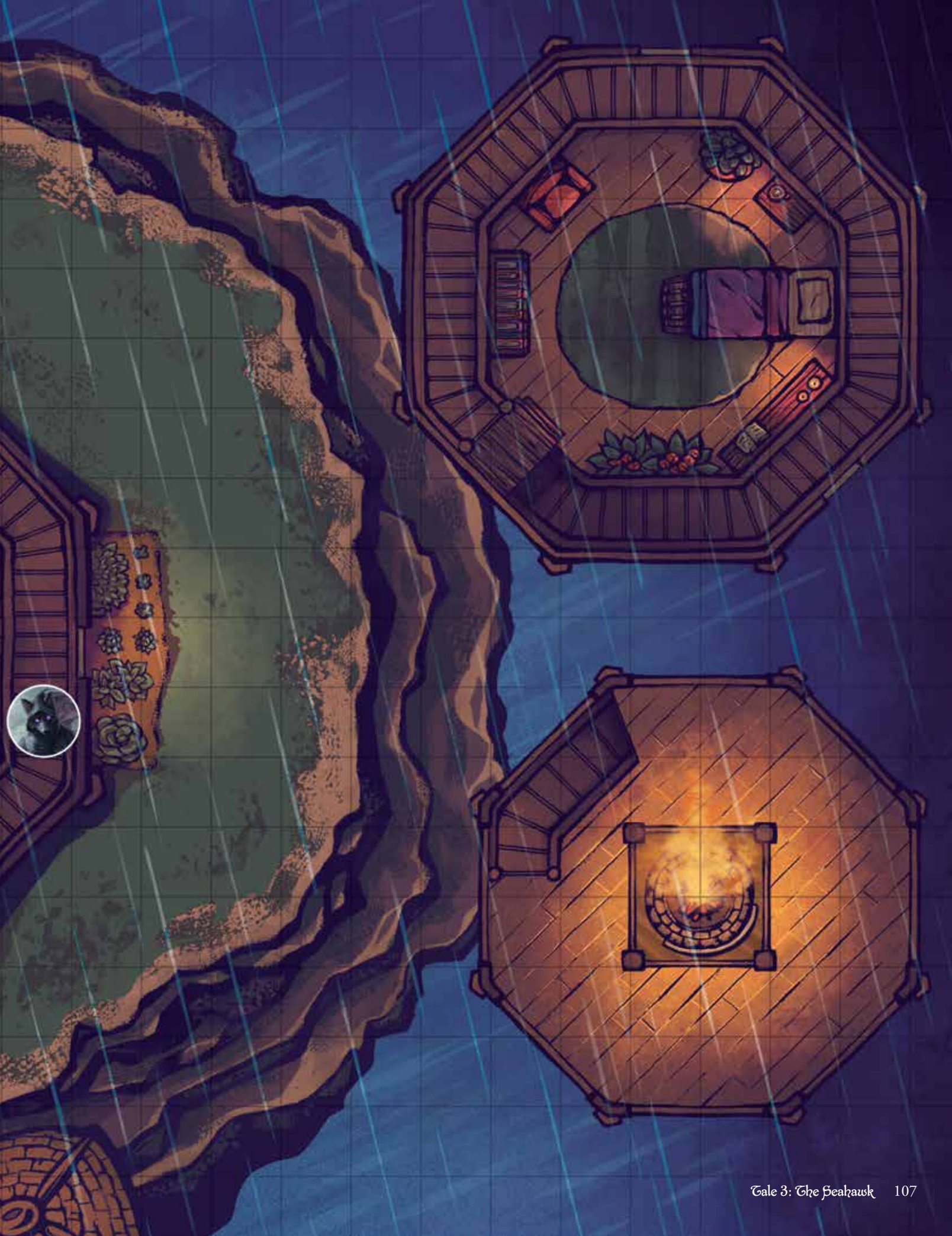
*Longsword of
Life Stealing*



THE FINAL ATTACK
Fig. S5



VULPIN GLOOMWEAVER





GLOOMWEAVER CONJURERS

Five **vulpin gloomweavers** have gathered to exact their revenge upon the Seahawk. Together, they conducted a ritual that allowed them to create a mighty Shadow Conjunction in the shape of Kren. Maintaining this immense manifestation takes intense concentration and imparts terrible psychic stress. This ritual counts as all of these Gloomweavers' daily use of their Shadow Conjunction action.

- ♣ All five Gloomweavers are concentrating on the manifestation of Kren. If only three are concentrating at the start of a turn, the manifestation can only take two actions that turn. If only one is concentrating, the manifestation can only take one action. If no Gloomweavers are concentrating at the start of a turn, the manifestation can't take actions. If there are still no Gloomweavers concentrating on it at the start of the next round of combat, the manifestation disappears.
- ♣ At the start of its turn, each Gloomweaver concentrating on the manifestation takes 10 psychic damage.
- ♣ When a Gloomweaver takes damage that isn't psychic damage, it must succeed on a Constitution saving throw or lose concentration (as if concentrating on a spell).
- ♣ A Gloomweaver that has lost concentration can make a DC 10 Constitution check as an action. On a success, it regains concentration.

DESTROYING SEAWATCH TOWER

Seawatch Tower is a sturdy structure, supported by Arlowene's abjurations, but it isn't indestructible. It has AC 21, 170 hit points, a damage threshold of 20, and is immune to psychic and poison damage. If the structure's hit points are reduced to 0, it collapses, and any creatures inside or within 20 feet of it must make a Dexterity saving throw, taking 49 (14d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

CONCLUSIONS

If the manifestation of Kren disappears, any remaining Devotees of Kren fight to the death. At the end of the battle, Arrevis passes out from exhaustion. Arlowene tells the characters that with the Devotees of Kren defeated and the Seahawk safe, their role in this nasty business is complete.

The Seahawk wakes an hour later and thanks them. Arrevis has no desire to return to his homeland, and he plans to stay with Arlowene while figuring out where to go within Humblewood. If the characters don't suggest a course of action, he ultimately decides to make up for his cruel actions in his homeland by establishing a charity in Alderheart. The characters may find the Seahawk there the next time they visit.

If Arrevis is killed in the collapse, the Devotees of Kren vanish into the night, their goal completed. Saltar's Port seeks the aid of Alderheart to rebuild the destroyed Seawatch Tower. Tensions rise as the Council fears the Devotees of Kren will pose a threat to Humblewood in the future.



Hunt for the Loper



INTRODUCTION

Kathoom!
Tree limbs shake, and birds scatter into the air as a colossal footfall shakes the ground. A grizzled strig named Hamlin jumps in surprise and freezes dead in place, a pose suggesting keen, anxious observation. Something is out there; something is really out there! A distant boom sounds, reverberating in a low rumble. Hamlin sees the trees near a far-off clearing sway as something massive lands nearby, and he breaks into a sprint. His knuckles go white on his cane as he flies down the path. He has to see it. For all the sightings he's had in his life, he's never been this close!

He stumbles into the clearing and is awestruck by the sight: it towers over him—twelve feet tall at least—with enormous feathered wings, a deer-like body, and magnificent antlers. Its sunken red eyes turn to him, and a single, indifferent snort escapes its hare-like nose.

Kathoom!

"And the beast—that Great Loper—leapt off again to some distant clearing." Hamlin gesticulates wildly as he tells this story to a lodge full of half-interested onlookers.

"Beware!" he says, "for nobody is safe while the Great Loper is out there in these woods!"

OVERVIEW

The Hunt for the Loper is an adventure for four characters of 4th to 6th-level that takes them deep into the forests of Humblewood.

The story centers around the hunting perch of Reya's Watch and the wild claim made by an elderly strig hunter named Hamlin. Will the adventurers discover that Hamlin's sighting of "the Great Loper" truly occurred, or was it just another trick of the Wood?

This adventure is split into three parts. In **Part 1: Reya's Watch**, upon arriving at the hunting perch, the characters discover that Hamlin is notorious for his tall tales. Most of the folk staying at Reya's Watch dismiss the adventurers' task immediately, saying that they should not listen to Hamlin's ramblings.

Hamlin does have one friend in Reya's Watch: Frond, a former huntress turned general store owner. Frond suggests they talk to members of the local militia who do regular patrols out to Hamlin's cabin.

Part 2: To Hamlin's Cabin follows the characters on their journey to the cabin, where they are caught in a forest prowler ambush only to have the prowlers frightened off by a large, looming shadow.

Hamlin is apprehensive when the characters first meet him, as he's been mocked for his sightings before. Once the characters earn his trust, Hamlin tells his story, which details how the Loper is a beautiful but violent creature and a threat to the Wood. With assurances that the party will help him hunt the beast, Hamlin guides the adventurers to the Loper's nest, an enchanted patch of perpetual springtime deep in the Wood.

Finally, in **Part 3: Into the Loper's Lair**, the characters see the dreaded Loper. Shortly after finding the lair, the Loper's shadow blots out the sun as it bounds into the clearing, a dead forest prowler clutched in its teeth. The characters soon learn that the Loper is actually a gentle creature that has been cursed by the sinister Amaranthine, Kren. The characters will need to find a way to undo the curse to save both the creature and the Wood.

BACKGROUND

There have always been sightings of strange creatures in the deepest parts of Humblewood, and most are dismissed as nonsense. Since the fires, however, the Birdfolk Council has been paying more attention to "outlandish" claims, as they are wary of potential new threats to Alderheart.

The adventurers have been asked to follow up on one such claim by an elderly strig hunter named Hamlin, who lives near the remote hunting perch known as Reya's Watch.

RUNNING THIS ADVENTURE

KEY CHARACTERS

HAMLIN HURLWIND [HE/HIM]

Hamlin is a surly, grizzled, stout strig. He is a retired hunter who lives out in a cabin deep in the forest. Once considered one of the most skilled hunters in all of Humblewood, Hamlin is now seen to be well past his prime. Much of his past acclaim has been overshadowed by his obsession with the monstrous creatures he claims are everywhere in the forest. All Hamlin wants is to be believed, and he has been sending monthly letters to the Avium and the Birdfolk Council in the hopes that they will take his sightings of supernatural creatures seriously.

FROND BELLEWETHER [SHE/HER]

Frond is the owner and sole employee of "Frond's Fineries," the general store in Reya's Watch. She is a slight mistral raptor with dark feathers. She was once a skilled hunter herself, and upon retiring, she decided to settle down as an entrepreneur. She has aspirations of moving her shop to Alderheart, but her sales have been insufficient to make that a reality so far. Frond has been friends with **Hamlin** longer than anyone at Reya's Watch. Although she does not believe his claims, she is kind and patient with him.

THE RAGTAGGERS

A band of old hunting buddies, the Ragtaggers consists of three humblefolk hunters who work together as a team to bring down large quarry. The Ragtaggers are made up of **Snap** [she/her] (a thin and shrewd vulpin), **Cackle** [he/him] (a good-humored and barrel-chested mapach known for his chuckle), and **Podge** [he/him] (a very grumpy hedge and the de facto leader of the group). The Ragtaggers are a fixture of the hunters' lodge, and they can often be seen playing games of chance late into the night. They may appear to be little more than bandit scoundrels, but underneath their suspicious exteriors are three devoted friends who are happy to help wanderers, sometimes even for free.

BERNICE BLATHERWICK AND HER RECRUITS

When the fires first came, and Alderheart decided that even Reya's Watch needed a militia outpost, **Bernice** [she/her], a loud and protective bright gallus, rose to the challenge. She packed up her things and moved to take up residence in Reya's Watch's rickety militia tower. Bernice lost her husband, a Tender named Farnham, to one of the earliest forest fires, and she sees her role with the militia as a continuation of his legacy. To date, she has collected only three recruits, all inexperienced. They consist of a maran raptor named **Connie** [she/her], a jerbeen named **Bervis** [he/him], and a sable luma named **Lenny** [he/him], who is the youngest member of the militia. Bernice has no interest in endangering her young wards, and she balks at the idea of sending them into combat. She sees the recruits as her children and is highly protective of them.

DRELLA SWOOP [SHE/HER]

Having burned all her bridges in Alderheart, con artist **Drella Swoop** has decided to assimilate herself into the hunters of Reya's Watch in the hopes of swindling them out of some of their more lucrative trophies. She is a cheery sera luma, able to make conversation with people from all walks of life. Having only just arrived in Reya's Watch, Drella has made herself at home in the hunting lodge, where she peppers the hunters with questions, hoping to find someone worth swindling.

ADVENTURE HOOKS

Use one of the following adventure hooks to engage the characters in the story, or create one of your own.

The Council's Concern. Ever since the fires came to Humblewood, the Birdfolk Council has become preoccupied with other potential threats that might be lurking in the wilderness. Consequently, they have begun to give credence to claims of strange sightings they would likely have ignored in the past.

Hamlin has been sending letters to the Council for years about the unusual creatures he claims lurk in the deep forest. The Council, out of fear of additional threats to Alderheart, sends the party to Reya's Watch to investigate the validity of Hamlin's claim.

The Avium's Curiosity. Professor Camber, a raptor researcher of some renown, has caught wind of Hamlin's claims. Camber is the Avium's premiere expert on magical creatures, and she has found some similarities to mystical creatures from her own studies. She is eager to have evidence of "the Great Loper" brought back to her lab. She hears about the adventurers through their past accomplishments and asks them to go to Reya's Watch to investigate.

The Call of the Hunt. The local chapter of The Fortune Seekers Guild in Alderheart has posted Hamlin's letter about "the Great Loper" on their bounty board. They are offering up a preposterous reward of 5,000 gold acorns (Alderheart slang for "gold pieces") to anyone who can bring back its head. This is posted in jest, as Hamlin is a figure of mockery for the Guild. Welton, the burly strig in charge of posting jobs on the board, has used Hamlin's ridiculous letters as "real" jobs previously, and he laughs off the characters' interest in it.

If the characters are willing to buy some drinks and ask around, they find one adventurer, a slim mapach named Flander, who claims to have seen the Loper during a stay at Reya's Watch. He says to ask around the hunting lodge for his brother Cackle, who is spending some time at the perch.



Part 1: Reya's Watch

WATCH YOUR STEP

JOURNEY THROUGH THE WOOD

The trip from Alderheart to the hunting perch takes two days. To get the party to Reya's Watch and into the action quickly, read or paraphrase the following:

After two days of traveling through the Wood, the forests all start looking the same, with only the difficulty of the terrain changing over time. Well-worn routes turn into concealed footpaths, which in turn fade into gnarled roots and dense ground cover. While packing up camp on the last morning of your journey, you see smoke rising above the treeline. Following the smoke, you find yourself standing at the base of several large oak trees housing the small hunter's perch of Reya's Watch. Large mushrooms grow up and around the trunk of the central tree, forming precarious stairs. A hand-painted sign near the first step reads, "Welcome to Reya's Watch - Watch your step."

REYA'S WATCH

HISTORY

Established more than a century ago by a trio of raptor hunters, Reya's Watch has become a second home to many hunters and wanderers as they travel through the deep forests. Reya's Watch was founded on a simple concept: it is a place for hunters on long hunts to rest their heads, prepare a bite to eat, and procure supplies.

Since the return of the fires in the Wood, Reya's Watch has also become a place to monitor the deep forest for encroaching dangers. Between the recently appointed militia, led by Bernice Blatherwick, and the hunters themselves, many keen eyes watch for signs of trouble in this remote location.

IMPORTANT LOCATIONS

Reya's Watch is as far away from the cosmopolitan living of Alderheart as you can get, and its amenities are basic. The perch consists solely of four buildings connected by wooden platforms and rope bridges. Descriptions of the locations in this small settlement follow.

Refer to **Fig. H1** for a map of **Reya's Watch**.

1. THE HUNTING LODGE

Upon pushing through the swinging double doors, you enter a single large room filled with a dozen overstuffed chairs positioned around low, round tables. A fire crackles in a large fireplace. Every inch of the walls is covered in hunting trophies of creatures big and small. You realize a handful of folks have looked up from their maps and drinks to peer at you.

The largest and most prominent building in Reya's Watch is the hunting lodge, which acts as the settlement's communal spot and information hub. It has a modestly stocked bar but no kitchen—visitors are expected to bring their own rations to eat. For 1 sp, anyone can have access to a cauldron and the fireplace to prepare a meal, although it is considered bad form to cook something overly pungent.

All the hunters participate in maintaining the lodge, although a raptor by the name of Gil Hopper acts as groundskeeper and barkeep. He is often seen running up and down the bar serving simple ales and snacks. Gil knows most of the hunters by name, and if he doesn't, he's quick to remedy that.

Taking a Gamble

At most times of day, the hunting crew called the Ragtaggers can be found here boisterously playing dice and card games. If the party approaches them, read or paraphrase the following:

Three rugged-looking humblefolk consisting of a thin vulpin, a broad-chested and jolly-looking mapach, and a surly hedge sit at a large round table playing a game of cards. As you approach, the hedge stands up in his chair and pulls a pile of copper and silver toward himself, and says in a gruff tone, "Sorry, chums. I win again."

Should any of the characters linger near the Ragtaggers, the friends take notice, and the jovial mapach invites the party to play after introducing himself as **Cackle**. Anyone who would like to play must ante up 2 sp, then make a Charisma (Deception) or Intelligence (Playing Card Set) ability check. The person with the highest roll wins the hand and all the silver pieces in play. If the hedge loses, he exclaims, "Nobody beats ol' **Podge**! Deal 'em out again, double or nothing!" and he challenges the table to another hand. If he loses three games in a row, the vulpin, **Snap**, suggests Podge cut his losses before all their drinking money is gone.

REYA'S WATCH

Fig. H1



Less scrupulous characters may want to cheat at the card game, making *Dexterity* (Sleight of Hand) checks instead. They win or lose as normal; however, if the check is lower than 13, Podge notices the deceit and refuses to play any more games with that character. Any discussions or negotiations with the Ragtaggers after this incident are undertaken with disadvantage until reparations are made.

If the characters play fair and are gracious (regardless of victory or defeat), the Ragtaggers buy a round of drinks and are happy to answer any questions the party might have.

The Curious Luma

After settling down at the lodge, the characters take notice of a sprightly luma. She moves from hunter to hunter and eagerly asks questions about the hunting trade. She is dressed in new leather armor, with a crossbow on her back that has not even been strung yet. If any of the characters look like seasoned hunters or like they may be affluent, the luma approaches them and introduces herself:

“Greetings, fellow traveler. I’m Drella Swoop. I’m new around here, but I’ve been an avid hunting enthusiast since I was a chick. I’m finally following my dream! Any advice from a seasoned adventurer such as yourself? Or a tale or two of your more...lucrative hunts?”

Drella is a con artist and a thief looking for a mark. She feigns interest until it is obvious that the person she is talking to has nothing worth taking, after which she excuses herself and moves on to another hunter. A successful DC 14 *Wisdom* (Insight) check reveals that Drella’s interest always begins to fade when she learns that there is little money to be made in hunting. If she is called out on this fact or otherwise feels as though she has been outed, Drella makes herself scarce for the rest of the day.

2. SLEEPING QUARTERS

Connected by a doorway to the lodge is another large cabin that provides simple hammock-style bunks for traveling hunters to rest. The first time the characters enter this area, read or paraphrase the following:

Mild snoring reaches your ears as you enter the large cabin. This is clearly where the hunters sleep. A dozen wooden beams reach from floor to ceiling, with simple hammocks hanging between them. Up the side of each beam, at regular intervals, are rungs meant for climbing to the higher hammocks. A small wood stove sits in one corner, and a well-worn kettle sits atop it. Periodically, a hammock shifts as the hunter occupying it settles into a new position.

Because hunts happen at all hours, there are always a half-dozen birdfolk and humbelfolk dozing in this room. Anything above a whisper wakes some of the hunters, and noisy individuals are gruffly asked to leave.

If the characters decide to spend the night at the Watch, there are hammocks available for them. Sleeping here is free of charge, but respect must be paid to the establishment and the other hunters. Failure to follow basic courtesy can result in expulsion from the sleeping quarters.

3. FROND'S FINERIES

Four shelves stand in the middle of this general store, which has a modest amount of adventuring gear on display. A small counter can be found at the back, behind which sits a jaded-looking raptor with her head resting in one hand. She gives a curt nod to you as you enter.

Fronde Belleweather makes sure to stock anything a hunter might need in her store, along with a small display of baubles and trinkets to give her store a bit more of a "high-end" flare. The party can find any adventuring gear and ammunition typically worth 10 gp or lower for sale here, at 10 percent higher than the average price. The baubles are just simple jewelry not worth more than 5 gp each.

A door behind the counter opens to a small staircase that leads up to Frond's private quarters.

If the party inquires about magic items, Frond goes upstairs and brings down a small chest containing a few select items she may be willing to part with.

REWARDS

Fronde has a locked chest tucked under her bed in her private quarters. It contains the following items which she is hoping to sell at a premium to help fund her eventual move to Alderheart:

Item	Cost
<i>Cloak of protection</i>	750 gp
<i>Glowing ember*</i>	450 gp
<i>Instant fortress</i>	1,200 gp
<i>Kwark's wondrous kernels*</i> (bag of tossables, 6 kernels remaining)	600 gp
<i>Spell scroll of modify memory</i>	2,300 gp

4. MILITIA WATCHTOWER

A narrow wooden walkway leads up to the front door of this tall, rickety watchtower. As you approach the simple front door, three small figures shift nervously on top of the tower. Each one holds a spear twice their height.

The watchtower was refitted from an elevated hunter's post. Despite its appearance, it is sturdy and allows anyone on top to see for miles around. At any given time, militia captain **Bernice Blatherwick** and her three young recruits—a maran raptor named **Connie**, a jerbeen named **Bervis**, and a luma named **Lenny**—can be seen running safety drills. During the day, you can roll on the following table to determine what Bernice and her crew are up to:

d6 Result

- Connie and Lenny are sparring with their spears. Oven mitts secured with twine cover the points.
- Bernice has set up a makeshift chalkboard and is teaching the recruits the benefits of hiding.
- Bervis is on lookout on his own for the very first time. He is visibly shaking.
- The three recruits are playing a card game called "Egg and Nest." An ante of 6 cp is stacked between them.
- Lenny is trying to lengthen his spear haft by lashing it to a broom handle.
- Connie is sleeping standing up, her arms wrapped around her spear to prop herself up.



TRACKING DOWN HAMLIN

Finding people who know of **Hamlin** isn't difficult—everyone has heard of the old hunter and his wild claims. All of the people at Reya's Watch have a story to share about Hamlin, usually centered around some strange creature he claims to have seen. When a hunter is asked about Hamlin, use one of the following tall tales or create your own:

Artist's rendition of the
"Dipsy-Doodler"



d8 Results

- 1 "That fool once told me he spotted a lizard with the wings of a butterfly. He called it the 'Dipsy-Doodler' because it couldn't fly in a straight line. If that thing actually exists, I'll eat my hat."
- 2 "I recall Hamlin burst in 'ere, yammerin' on about how he had found the thigh bone of a creature called 'the Bundabeast,' a three-legged wolf that can puff away into thin air. *Pah!* Turned out, the bone was just from a bloody gargath. Old coot was sure to not show his ugly beak 'round 'ere for a while after that one."
- 3 "If I have to hear about 'the Great Horned Warbler' one more time, I swear I'll quit the hunting life just to get away from Hamlin and his ridiculous stories!"
- 4 "He actually convinced me to go hunt the beast he called a 'Flanger,' some kind of mix of a rabbit and fox. There's eight hours of my life I won't be getting back."
- 5 "I wish I could say he's shown us some real evidence of even one of the strange creatures he's claimed to see, but no luck. Came close with the 'Cat-Moth,' but it turns out someone had just used a *potion of growth* to make a regular moth cat-sized. A cruel trick."
- 6 "No. *NO.* I ain't even gonna dignify Hamlin's wild tales by discussin' them aloud. Off with ye!"
- 7 "He used to be quite the hunter, you know? But I recall Hamlin came in claiming to have seen something called 'a Wooslah.' A sort of bat with a gallus beak. That's when I realized he was starting to lose his marbles."
- 8 "You know, kudos to the grizzled strig for keepin' his imagination sharp in his old age! A squirrel with six legs and a scorpion stinger on its tail? How does he come up with this stuff!?"

Some NPCs know Hamlin better than others, and they provide the following information:

FROND BELLEWETHER'S OPINION

"Oh, you're here to investigate one of Hamlin's sightings? I hope you aren't like the others, only here to mock him. He's odd, I'll admit that. And he's prone to flights of fancy, to be sure, but he isn't deserving of ridicule."

It takes some convincing to get **Fron**d to believe the characters aren't here to harass Hamlin. A successful DC 13 Charisma (Persuasion) check puts her at ease. Showing an official letter from a recognized authority, like the Birdfolk Council or the Avium, allows this check to be made with advantage.

"If you're truly interested in what he's seen, he should turn up in the next day or two with another letter for me to mail. If that's too long a wait, you could find your way out to his cabin. It's in the deep forest, a few miles from here. I can't take you personally, but maybe the militia could help? They check in on him periodically."

If pressed for details about the Loper, Frond says that a week ago, while she was on a walk in the forest, for just a moment, something blotted out the sun, but when she looked up, it was gone. Afterward, she heard a resounding thud in the distance.

THE RAGTAGGERS' OPINION

All three Ragtaggers consider Hamlin a crackpot, but **Cackle**, who is sympathetic to the party's mission, has the following to say:

"Heh, I'm sorry to hear you might have been sent on a wild gallus chase, my friends. Hamlin has a million stories, and not one of them has proven to be anything but nonsense. Though that old strig does owe me some coin, so if you really want to go see him and are desperate for a guide, heh, I'll take you out to his cabin for a nominal fee."

If they take him up on his offer, Cackle asks for 5 gp to act as a guide for the trip. The mapach is settled for the evening, but he agrees to head out first thing in the morning.

BERNICE AND THE RECRUITS' OPINION

The head of the new militia outpost, **Bernice Blatherwick**, has only met Hamlin twice: once on one of his regular visits to Reya's Watch and a second time on a militia visit to his cabin to deliver supplies. She knows very little about the old hunter, but she nonetheless considers him a resident of Reya's Watch and, therefore, under her protection. If the characters inquire about an escort, Bernice says:

"Oh, an escort mission to Hamlin's cabin? Sounds like an excellent job for young Lenny. He's inexperienced but eager to learn more about the Wood. I can task him to be your guide so long as I have your assurances that he will not be put in any danger. I already lost my husband, a Tender, to the fires. I will not lose anyone else."

Bernice is incredibly protective of her recruits, and she is hesitant to send any of them into situations where they may come to harm. If the characters mention the Loper or any potential dangers in the trek through the forest, Bernice may need some convincing to allow **Lenny** to go. Depending on the party's approach, a successful DC 14 Charisma (Deception) or Charisma (Persuasion) check will assuage her fears. If the characters share a story about helping the Tenders, this check is made with advantage.

The recruit she recommends for the trip is the apprehensive Lenny, a young sable luma who has only been with the militia for a few weeks. He did go on the supply run to Hamlin's cabin, and he will be able to guide the characters reasonably well. Convincing him to do the task will be tough, though. After Bernice collects Lenny from the tower and gives him his orders, he says to her:

"With all due respect, ma'am, I don't believe I'm the luma you're lookin' for. Sure, I'm tough, smart, and quick, but that's all the more reason to keep me here, at home base, where my skills are truly needed. I would like to thank you for this amazing opportunity, but unfortunately, I have to decline the offer. Goodbye!"

Lenny attempts to get back into the tower, but Bernice blocks his passage. She turns him back toward the players and assures him that he will be safe in their hands. Lenny may be inexperienced, but he is no fool: a successful DC 12 Wisdom (Insight) check reveals that he might need more incentive to join them. If the characters try to determine what that might be, Lenny tells them about his interest in improving his combat skills.

Lenny's father is a member of "The Spears," the elite skirmishers of the Perch Guard, and he wants to follow in his footsteps. Because of this, he views the adventurers as a way to improve his skills.

Some of the things Lenny might look for in exchange for guiding the party include:

- ♦ **A full spear.** Bernice only allows the recruits to use shorter practice spears when they are out of her sight, claiming the full-size ones will only trip them up.
- ♦ **A promise of some combat training.** Lenny does want to be a competent militia member, but he is not confident in his skills. His whole demeanor changes if he is offered a chance to train with an adventurer.

If the party can convince Lenny to join them, Bernice agrees to have him ready first thing in the morning.

Bernice
Blatherwick

Christina Kraus



SPECIAL EVENTS

You can use one or both of the following special events while the characters explore Reya's Watch.

HUNTING LODGE BRAWL

Sometime during the day, the characters hear a loud commotion coming from the hunting lodge. If they decide to investigate, read or paraphrase the following:

As you enter the lodge, you see a tense scene unfolding: a large mapach has flipped the Ragtaggers' table, scattering cards and coins everywhere. Snap, Cackle, and Podge are still sitting in their chairs, seemingly unalarmed. The other hunters look on nervously, hands on their swords.

The large and vicious mapach is named Grunna, and she is known for her terrible temper and ruthlessness. Grunna believes she has been cheated by the Ragtaggers and is threatening them in hopes of getting her money back. Grunna uses the stats of a **mapach brute**. If the characters do not intervene, or if they decide to escalate the situation by stepping in to protect the Ragtaggers, a fight breaks out. Grunna has two **mapach bandit** allies in the lodge who step in to fight alongside her.

If Grunna is reduced to half her hit points, or if more than half the hunters are rallied against her, she cuts her losses and runs. Before she escapes, Grunna threatens the Ragtaggers one last time, stating her intent to return for her money and their hides.

As a thank you for coming to the defense of the Ragtaggers, **Podge** offers the party a small ruby worth 25 gp that was part of Grunna's ante.

DRELLA THE THIEF

Should the party stay the night in the sleeping quarters, any character with a passive Perception of 15 or higher is awoken by someone moving among the hammocks. Read or paraphrase the following:

A small figure is darting among the snoring hunters, nimble fingers removing belongings from hanging bags. Every few steps, you hear the squeak of new leather armor from the mysterious intruder. The small shape scurries briefly into the moonlight, and you realize that you have seen this luma before.

The thief is **Drella Swoop**, the curious luma from the hunting lodge. She has spent all day scouting which hunters might have valuables, and she is filling her *bag of holding* with anything she can take. If confronted, the opportunistic thief offers the party half of what she's stolen in exchange for their silence. Drella flees at the first sign of combat, and if she is cornered or severely wounded, she offers the whole *bag of holding* in exchange for her life.

Any noise above hushed conversation wakes some of the sleeping hunters, and they are frustrated that their slumber has been interrupted. If the characters inform the hunters of Drella's actions, they insist that she be brought to the militia tower.

If the party gets caught keeping some or all of what Drella has stolen, they lose the trust of the hunters of Reya's Watch. If they return the items to the hunters, the party is offered the arrows and the *bag of holding* (neither of which belongs to any of the hunters) as a reward for their honesty.

REWARDS

Drella's *bag of holding* contains the following items:

- 24 gp
- Three small diamonds worth 10 gp each
- Two *arrows of beast slaying*
- A small sketchbook of field sketches
- A set of forest prowler horns



Part 2: To Hamlin's Cabin



NAVIGATING THE WOODS

How well the party navigates the journey to Hamlin's cabin depends on the quality of their guide and which die is used to roll on the **Deep Forest Encounter Table**.

If the party has Cackle as a guide, Cackle is a skilled hunter and tracker, and he knows the best ways through the wilderness around Reya's Watch. He can get the party to Hamlin's cabin in three hours and rolls a d4 on the Deep Forest Random Encounters table every hour of travel.

He will do his best to keep everyone's spirits up, telling stories and jokes. Should the party encounter something worth hunting, he eagerly suggests going after it, but he doesn't push too hard. Should combat break out, Cackle helps out in the fight, but he counts as a member of the party for the purposes of dividing up any XP the players earn.

If the party has Lenny as a guide, Young Lenny does not have much experience traveling in the forest. In fact, the only place he has been is Hamlin's cabin. Lenny gets the party to the cabin in four hours, and he rolls a d6 on the **Deep Forest Random Encounters** table every hour of travel.

Despite agreeing to this task, Lenny really would rather not be accompanying the characters. Now that he is far from **Bernice**, he has no issue expressing his apprehension about being out in the wilderness. Unless the characters have instilled some confidence in Lenny about his combat skills, he finds a place to hide in any hunting or combat situations.

If the party is traveling without a guide, Unless one of the party members is very familiar with the area around the hunting outpost, it will take them four hours to find their way to Hamlin's cabin. One character will have to succeed on a DC 14 Wisdom (Survival) check each hour, or become lost, adding an additional half-hour to their travel time. Additionally, the characters roll a d8 on the **Deep Forest Random Encounter** table for every hour of travel through the forest.

FOREST PROWLER AMBUSH!

Sometime in the last hour of the journey, a pair of **forest prowlers** begin stalking the party. On a successful DC 16 Wisdom (Perception) check, anyone keeping an eye out for dangers will sense the prowlers' movement in the dense woods.

The prowlers try to move quietly and remain unseen until the party finds itself in a small clearing, at which point they burst out of the foliage and attack.

Feathers and fur bristle as you find yourselves surrounded by two young forest prowlers primed to pounce.

If the party is surprised, read also:

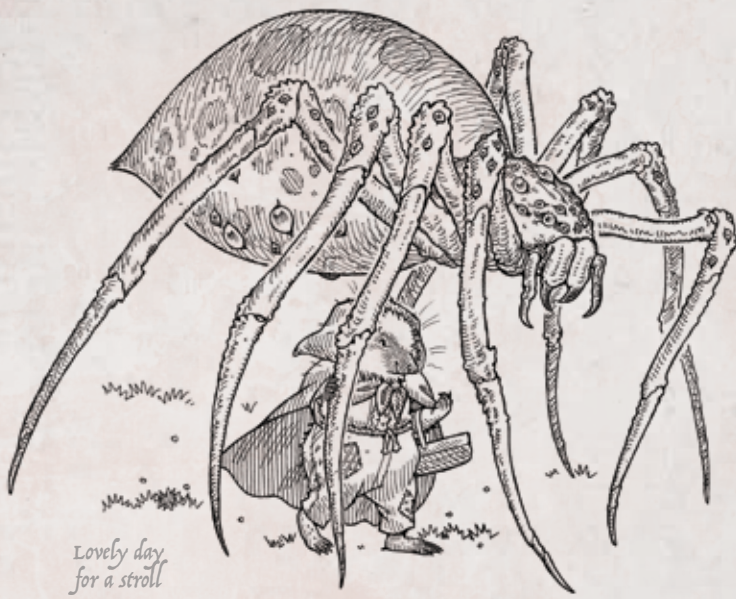
Their mottled fur disguised their arrival, and you have no time to prepare. The prowlers lunge at you, teeth bared.

The forest prowlers are smaller than average due to their young age, but they are still deadly. They each have 55 hit points and only make one claw attack and one bite attack with their Multiattack action.

After four rounds of combat, on initiative count 20, a loud shriek is heard, and a looming figure glides over the clearing and blots out the sun. Not long after the figure passes over, a deep thud and the sound of cracking branches can be heard in the distance. Any forest prowlers still left in the fight attempt to flee on their next turn in order to escape the massive creature.

DEEP FOREST RANDOM ENCOUNTERS

d4/d6/d8	Encounter
1	No encounter.
2	No encounter.
3	The party comes across a grove where the smaller trees have been flattened and broken. Large paw prints are sunk deep into the earth.
4	The party stumbles upon a forest prowler protecting its injured mate. A successful DC 14 Wisdom (Animal Handling) check allows a character to get close enough to see that the injured beast has been gored by antlers.
5	2d4 sticky slimes begin spilling out of a rotten tree and attack.
6	A pile of leaves and twigs stirs. A shambling mound attacks.
7	A hedge witch and their phase spider are here, gathering reagents for making potions. They attack only if provoked and offer two <i>potions of healing</i> in exchange for any unusual flora or animal remains the party might have.
8	The party discovers a bandit campground in a clearing. 2d4 mapach bandits and a vulpin captain can be found cooking, cleaning their weapons, and squabbling. The bandits are out in the forest hiding 500 gp worth of coin, goods, and heirlooms looted from a caravan. If the bandits are given any reason to distrust the party, they start a fight immediately.



HAMLIN'S CABIN

Not long after encountering the prowlers, the party comes across another clearing. Read or paraphrase the following:

You enter another clearing, larger than the last, and find yourselves looking up at the trunk of a large tree. Magically sculpted into the upper boughs of this central tree is a modest cabin with a steep, curving walkway leading up to its porch. The cabin is overgrown with vines, and the front porch is cluttered in cobweb-covered hunting gear. A thin curl of smoke rises from a narrow chimney.

Hamlin has several bells rigged to ring if someone comes up the platform, so he is standing at the door with a stern look on his face if the party triggers them. Should the party want to catch Hamlin off guard, a successful DC 12 Wisdom (Perception) check allows the party to spot the bells and avoid ringing them.

A weathered strig hunched forward on a cane blocks the doorway to the cabin. One of his eyes is covered with an eyepatch, and he stares at you sternly with the other.

If **Cackle** is leading the party, read or paraphrase the following:

Cackle pushes his way to the front of the party and puts out a chubby, padded hand. "Pay up, old-timer. You lost that money fair and square." The old strig squints at the mapach and scowls. "Fine. Take your money and be gone ye scoundrel, ye...ne'er-do-well!"

Hamlin reaches somewhere out of view then puts a small pouch into Cackle's hand. The jovial mapach chuckles and takes his leave, nodding his head at the party as he goes.

Hamlin then addresses the party:

"If ya be here to gawk at me too, or tell me I've lost my mind, don't bother. I know what me eyes have seen, and it's all true. Leave me be."

If the characters don't explain why they are there, Hamlin starts shutting the door. Presenting the letter that summoned them or succeeding on a DC 13 Charisma (Persuasion) check reassures Hamlin, and he invites them in.

The interior of the cabin is packed with trophies from various hunts. Dozens of prowler horns adorn the walls, while an ominous ashsnake skull sits in a corner. Furnishings are sparse, with a simple chair near a roaring fire being the focus of the room. The old strig hunter lowers himself into the chair with a slight groan.

Hamlin's demeanor changes completely once he realizes that the party is there to confirm the existence of one of his discoveries. He immediately starts telling them everything about the Loper:

"I were out on a hunt, trappin' some wild this-tle-hares for a stew, when suddenly the sky grew dark as pitch. I looked to the heavens, and, Altus save me, I saw a devilish creature straight out of me nightmares soarin' overhead. Let it be known, though, Hamlin Hurlwind be no coward! I steeled my nerves and followed the beast as it loped from clearing to clearing. With every leap, the foul creature would slam into the ground like an avalanche, shakin' the very earth 'neath me feet! Alas, me old leg just ain't what it used to be, and I weren't able to keep up with it for long. Until now, I thought I'd never have a chance at slayin' the blasted thing, but with your help, I be thinkin' we might just have a shot. Me hand on me heart, this will be the hunt of the century, and I'll have that creature's head on me wall!"

Eager to find concrete evidence of the creature he calls "the Loper," Hamlin insists that the hunt start as soon as possible. However, if the players arrived in the evening, Hamlin reluctantly suggests waiting until morning to avoid hunting in the dark.

REWARDS

Hamlin prefers trophies with sentimental value over gold and treasure, but he does have a few things of interest in his home:

- ♦ A large ashsnake skull, bleached white by the sun
- ♦ More than a dozen forest prowler horns mounted on the walls
- ♦ A rug made from a mountain lion's hide
- ♦ A tankard constructed from an owlbear's beak
- ♦ A weathered heavy crossbow, its bow no longer strung, covered in marks denoting successful hunts



Part 3: Into The Loper's Lair



TRACKING THE LOPER'S PATH

The journey to the Loper's lair takes two hours through the dense forest. **Hamlin** is slow due to his cane, but his memory is still sharp. He guides the party with little effort through the wilderness. This trip takes the party through two clearings, each showing signs of the Loper's presence.

If Lenny is with the party, At first, Lenny is reluctant to join the party on the hunt, having expected this journey to be relatively simple. A successful DC 14 Charisma (Persuasion) check convinces him to tag along. Otherwise, he suggests staying behind at Hamlin's cabin. Hamlin is not keen on Lenny being left unsupervised in his home, but he is even less enthused with the prospect of someone so young getting hurt on his watch.

If the characters did anything on the trip to help bolster Lenny's confidence or provided him with upgraded equipment, any checks to convince him are made with advantage.

If Lenny does join the party, he stays out of combat, shouting taunts and distractions from nearby cover instead. At the start of each round of combat, Lenny can choose to grant one character advantage on its first attack roll during that round.

THE FIRST CLEARING

After an hour of travel, Hamlin signals the party to be quiet as he gestures toward a clearing. Read or paraphrase the following:

Toppled trees and snapped branches fill the small clearing. Splintered wood covers the forest floor, and everywhere leaves are pressed into the dirt.

A successful DC 13 Intelligence (Investigation) check shows that the breaks in the branches are rough, as though they were snapped forcefully from above. Large hoofprints are sunk deep into the ground, and it is clear that the creature that made them landed with some force.

THE SECOND CLEARING

Half an hour after moving through the first clearing, the party comes across another clearing, this one far more open than the last. Characters with a passive Perception of 15 or higher hear the buzzing of flies about a minute before they see the clearing. The flies are circling the body of a viciously mangled forest prowler. A character can attempt a DC 15 Intelligence (Nature) check to note that the prowler has been torn apart by powerful jaws, but the tooth marks resemble those of a hare.

After a few minutes of examination, Hamlin insists that the party keeps moving. He says that they are getting very close to the Loper's lair.

THE LOPER'S LAIR

Soon after finding the remains of the forest prowler, the party comes across the warm glow of the Loper's lair. Read or paraphrase the following:

As you peer into the forest clearing, its magical nature becomes immediately apparent. The trees and flowers surrounding this area seem to be in a perpetual state of bloom. You can see vibrant flowers blooming, and the air is warm and breezy.

Upon arriving at the lair of the Loper, Hamlin is in a state of feverish excitement. He finds a suitable place to lay low and aims his heavy crossbow at the clearing. He is not as spry as he once was, and he prefers avoiding getting too close, suggesting the party handles the melee combat. Any attempt to sway him from hunting the Loper is met with derision. Hamlin has waited many years for one of his letters to be taken seriously, and now that he has the help he needs, he is consumed with the need to bring evidence of the Loper back with him.

THE LOPER ARRIVES

The party doesn't have much time to plan before the Loper returns to its lair.

You hear the sound of rushing wind as an enormous shape drops into the clearing with an earth-shaking thud. A massive four-legged creature with a lean, deer-like body and a wingspan four times as wide as a strig's hunches over a dead forest prowler it has pinned under its front paw. Its greying feathered wings hide an iridescent sheen underneath. Suddenly, the creature's antlered head snaps up, and its sunken red eyes dart all around. Its hare-like nose wrinkles, sniffing the air. You realize that the Loper knows it is not alone.

KREN'S CURSE

The Loper is actually a peaceful creature called the **Rosselbuck**, an ancient fey spirit. The docile creature has been corrupted by the Amaranthine Kren and turned into a vicious and mindless predator. While it remains attuned to *The Thorn of Kren** and under Kren's sway, it uses the **corrupted Rosselbuck** stat block.

The curse's physical effects are immediately noticeable: red eyes sunken into their sockets; a low bestial growl, despite the creature's hare-like face; faded fur and dulled feathers.



FREED THE ROSSELBUCK

Direct conflict with the **corrupted Rosselbuck** will be difficult for the party since its speed and ability to leap make attacking it challenging.

A successful DC 15 Intelligence (Arcana) or Intelligence (Religion) check reveals the source of the curse: floating between the Rosselbuck's antlers is a black thorn, which is gradually digging its way into the Rosselbuck's forehead. Purple energy swirls around the thorn and holds it in place. This is *The Thorn of Kren**, an artifact imbued with the trickster Amaranthine's sardonic desire to see things turned against their typical nature.

A character who succeeds on a DC 17 Wisdom (Insight) check while observing the creature witnesses it trying to resist the curse momentarily. However, the thorn only glows brighter and digs deeper into the Rosselbuck's forehead. Whenever the corrupted Rosselbuck takes damage of any kind, it is given a chance to communicate. In these moments of clarity, the Rosselbuck sends telepathic messages in an attempt to convey what has happened to it (see **Fractured Memories**).

FRACTURED MEMORIES

While the Rosselbuck is under Kren's control, it struggles to communicate its plight with the creatures around it. Every time the Rosselbuck takes damage, however, Kren's influence slips for a moment, and a telepathic message can break through. The Rosselbuck's memories are scattered, and it can only relay flashes of imagery (all from its own point of view) to the characters:

- ♣ The first image the Rosselbuck sends depicts a timid-looking gallus in hunter's garb, lifting a sharp, black thorn up toward the Rosselbuck.
- ♣ The second image depicts the Rosselbuck recoiling as the thorn leaps out of the gallus's hands and flies directly at the Rosselbuck.
- ♣ The third image is a flash of red, and the sound of a pounding heartbeat is overpowering. Breathing heavily, the Rosselbuck chases a terrified forest prowler through the forest.
- ♣ The final memory is of the red tinge fading from the Rosselbuck's vision as it stands over a mangled forest prowler's body. Feelings of guilt and sadness wash over anyone who receives this message, which begin to fade as the pounding heartbeat and red tint return.

Removing *The Thorn of Kren** from the corrupted Rosselbuck is no easy task. Some possible options include:

- ♣ **Brute force:** Three successful hits with a melee weapon that does bludgeoning damage (against an AC of 18) knocks the thorn free. However, to attempt this, a creature must first get onto the Rosselbuck's back, which requires succeeding a contested Dexterity (Acrobatics) check against the Rosselbuck. On a failure, a creature is thrown 20 feet away, landing prone. A creature on the Rosselbuck's back must repeat this check again at the beginning of each of its turns and succeed or be thrown off.
- ♣ **Pulling it free:** A creature can pull the thorn from the Rosselbuck by succeeding on three DC 16 Strength (Athletics) checks. As with brute force, any creature who attempts to pull the thorn free must also succeed on contested Dexterity (Acrobatics) checks on each of their turns to climb onto and remain on the Rosselbuck. If a creature successfully pulls the thorn from the Rosselbuck, it must immediately make a DC 18 Wisdom saving throw to resist becoming attuned to *The Thorn of Kren**.
- ♣ **Using magic:** Casting the *remove curse* spell ends the Rosselbuck's attunement to the thorn, and the thorn falls to the ground.

If the party frees the Rosselbuck, it is stunned for 1d4 rounds after the thorn is removed. It now uses the **Rosselbuck** statistics but has the same number of hit points as it had when it was corrupted. Separating the thorn from the Rosselbuck frees it, but this does not lessen the thorn's twisted power.

As soon as the Rosselbuck is free from the curse, it collapses. Read or paraphrase the following:

The creature collapses in a heap, breathing heavily. Its eyes, previously sunken and red, return to a warm brown. Its dull coloring begins to regain its vibrancy. It looks to you with great relief.

HAMLIN'S OBSESSION

Upon seeing the Rosselbuck collapse, **Hamlin** draws his longsword and starts cautiously approaching the injured creature.

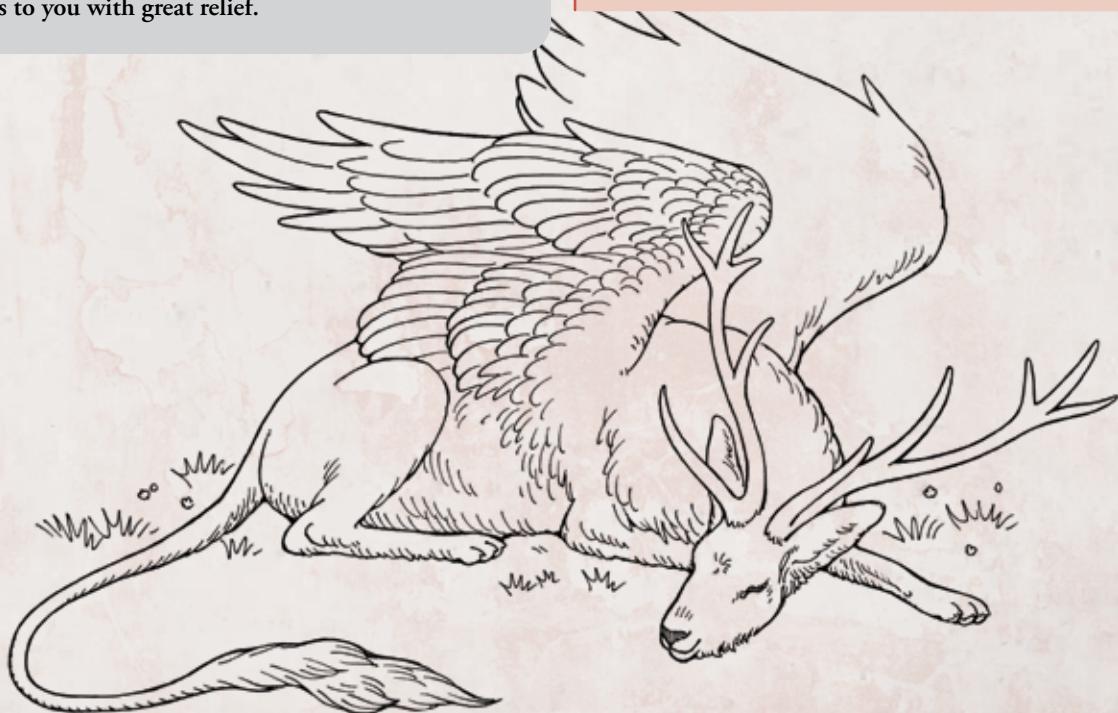
"It's taken most of me long life, but I'll finally be able to bring evidence back to Alderheart! All them naysayers and skeptics will have to believe me when I turn up with the Loper's head as a trophy!"

As Hamlin moves toward the creature, the Rosselbuck makes telepathic contact with the party members and Hamlin. It sends messages of relief and gratitude in Sylvan and introduces itself by its true name: the Rosselbuck. Hamlin is startled by this communication and insists that it is a trick.

The party must talk Hamlin out of finishing off the Rosselbuck long enough for the creature to tell its tale. Hamlin is not heartless, and once he learns that the Rosselbuck had fallen under the dark influence of Kren, he stands down. Hamlin still bemoans not having evidence of one of his discoveries. If someone in the party tries to convince the Rosselbuck to help, a successful DC 16 Charisma (Persuasion) check prompts the Rosselbuck to offer up two iridescent, foot-long feathers as evidence.

THE ROSSELBUCK'S TALE

Kren's curse was delivered by a gallus clutching a black thorn. The gallus, a hunter who had fallen afoul of the Amaranthine's mischief, was compelled by Kren to seek out the Rosselbuck's nest and offer the thorn as a "gift." Upon arriving at the clearing, the hunter presented the thorn to the Rosselbuck and then stood in fear as Kren took hold of the Rosselbuck. Kren's first demand of the corrupted creature was to devour the hunter, but the terrified gallus fled into the woods, never to be seen again.



If the party or Hamlin slays the Rosselbuck, the following effects occur immediately:

- As soon as the **Rosselbuck** is reduced to 0 hit points, the attunement to *The Thorn of Kren** ends, and the thorn falls to the forest floor.
- Upon being reduced to 0 hit points, the Rosselbuck rears back, spreading its wings wide in a magnificent display, and then it dissolves into pollen and flower petals. Its remains cover a 20-foot-radius area in the immediate vicinity. Plant life in this area starts to bloom and grow uncontrollably, becoming difficult terrain. Anyone present in the area when this happens must succeed a DC 12 Dexterity saving throw or be restrained by the overgrowth until another creature pulls them free.
- The death of the Rosselbuck draws the attention of all beasts within 1 mile. The clearing begins to fill with beasts of all shapes and sizes over the next minute as they come to mourn the Rosselbuck's passing.
- The creature that dealt the killing blow to the Rosselbuck is cursed. Until the curse is removed, any beast aware of the cursed creature's presence is terrified of it. All the creature's interactions with beasts are made with disadvantage, and beasts have advantage to resist any magic used to charm them while within 30 feet of the cursed creature. The curse can only be removed by the *remove curse* spell or other suitably powerful restorative magic.

There are no physical remains left of the Rosselbuck after its death, and the party returns empty-handed.

THE JOURNEY BACK TO REYA'S WATCH

If he is convinced not to slay the Rosselbuck, Hamlin wants to return to Reya's Watch as soon as possible for a chance to brag to the other hunters about his discovery.

The **Rosselbuck** is grateful for its freedom and offers to carry everyone back to the hunting outpost. The ride is a bit harrowing, but the Rosselbuck keeps everyone safe as they lope from clearing to clearing.

The moment the party lands at Reya's Watch, they attract the attention of everyone there. All the hunters are alarmed to see this enormous creature bounding into the clearing, and they rush to arm themselves.

Bernice rallies the militia, though they do not leave the top of their watchtower. If **Lenny** is with the party, Bernice is outraged that he has been put in danger, and she does anything she can to get him clear of the Rosselbuck. If Lenny is still back at the cabin, Bernice is furious until someone explains that her young recruit is safe and sound.

If a character makes an impassioned plea to spare the Rosselbuck's life, with a successful DC 15 Charisma (Persuasion) check, the hunters reluctantly cease firing. If **Hamlin** backs up the character, this check is made with advantage.

If the players fail to diffuse the situation, the hunters start shooting arrows at the Rosselbuck. The Rosselbuck takes 7 (2d6) piercing damage per round until someone is able to stop the hunters from attacking. The Rosselbuck's primary concern is to keep its passengers safe, and it does not retaliate.

Once the crowd is calmed, the Rosselbuck sends a final telepathic message of gratitude to the party and to Hamlin, and then it leaps back into the forest with a soaring bound.

EPILOGUES

Although the search for the Rosselbuck has ended, the following hooks can be used to extend the adventure or to spin off whole quests:

Hamlin's Escort. After spending some time bragging and carousing with the hunters of Reya's Watch, **Hamlin** is eager to get to Alderheart to demonstrate his discovery to all his doubters. He offers the party 200 gp each to escort him there, as it has been a long time since he has made his way to the Great Tree City. How will he be treated back in Alderheart? Will the feathers prove sufficient proof?

Professional Cryptid Hunters. Upon hearing about the discovery of the Rosselbuck, Professor Camber of the Avium recruits the party to bring back evidence of more of Hamlin's discoveries. She offers 500 gp for each unique creature whose existence the party can confirm.

Securing the Thorn. If the characters found a safe way to collect and store *The Thorn of Kren**, they may want to relocate it somewhere safe. The Avium would have a particular interest in researching this cursed artifact, and it would have the means of storing it safely. Alternatively, bringing the artifact to the Tenders would help in removing the curse or disposing of the thorn entirely, as the Tenders are particularly concerned with powerful artifacts with the potential to disrupt the natural order.

Ragtagger in Trouble. Enraged about losing money to the Ragtaggers, Grunna kidnaps **Snap** while she is trapping alone in the forest. **Cackle** and **Podge** seek out the party and request their help getting Snap back. Grunna is holding Snap hostage in an old bandit hideout not far from Reya's Watch and is demanding 1,000 gp for her return. Will the characters help the Ragtaggers scrounge up the ransom, or will they storm the old bandit base to get Snap back?

Troublesome Grifter. If **Drella** was caught as a thief and detained, she needs to be brought to Alderheart and delivered to the Perch Guard to face justice. If she was not caught, or if she escaped, then she may decide that the party would make good marks. Drella would be very interested in relieving the party of any gold they may have acquired on their adventure. And if she were to learn of the thorn, Drella would certainly try to get her hands on it.

Descent into the Dark



INTRODUCTION

The slimes ooze upwards. They creep their way out of the dark, flowing into narrow channels in the bark of Alderheart's mighty tree. They can sense the bustling life just on the other side of their hiding places. They are drawn to it. They love it. They must be close to it.

For now, they know to stay hidden, but it is getting harder and harder to resist reaching out and snatching that life for themselves. They begin to take things that the Alderheart folk have touched. The slimes caress their stolen loot with their viscous pseudopods, admiring it, marveling at it. This satisfies them, but only briefly. Far below, something urges them closer and closer. It has so much love it wants the slimes to share with everyone.

The citizens of Alderheart go about their business, unaware that lurking just below the surface, the slimes are waiting. Behind the walls and in cracks in the floors, the slimes are watching, yearning, until the one who sent them here lets them know the time is right.

An impatient slime stretches out and brushes the talon of a birdfolk walking just above. Ah! What a thrill of adoration! The slime pulls itself back into its crack in the wood as the luma above stumbles. No. The time is not yet here. The King has not decreed it yet. Not quite, but soon. Soon.

BACKGROUND

In the dim Roots of Alderheart, Lendarick Rootborn, a small luma with red-tipped wings, tried to save too many lives at the cost of his own. Lendarick, a talented mage, was a constant presence among the poorest of folk of Alderheart. He gained the trust of those who trusted the least and helped those who thought they could never be helped. Lendarick had a particular fascination with slimes and their use in potions and metamorphosis. Binding the slimes to his will, Lendarick gifted them with new abilities or transformed them so they could tidy up the Roots of the Great Tree City.

Coming from the Underfall district, in the Roots of the Great Tree City of Alderheart, and growing up in poverty, Lendarick wanted those who lived there now to have better lives and feel safe. He wished for all to have beautiful, fungus-free homes filled with light and any food and drink they could imagine. Motivated partly by the guilt of leaving to study at the prestigious Avium, Lendarick poured his efforts into developing biddable and convenient slimes, and the Underfall began to thrive because of his work. Those who used the Roots for crime and held corrupt positions of power started to leave, moving on or reconsidering their crooked trade as it became less profitable. Lendarick believed he was making a better life for those he had left behind in the Underfall.

Unfortunately, in his efforts to help, Lendarick trifled with powers that were too unknown and too strong. In controlling the slimes with dark magic, he changed into something “not-as-he-was.” These magics were beyond the Amaranthines and beyond the knowledge of the Avium. Lendarick refused to eat and drink as the magics deepened his obsession with the plight of others. Weakened, the slimes began to overpower Lendarick's body and mind. The slimes he had controlled started to attack innocent folk, consuming them or maiming them with acrid ooze. Crime returned to the Roots, and Lendarick and his slimes disappeared to somewhere dark and forgotten.

No one knows what happened to Lendarick. The rumors in the deepest tunnels of the Roots suggest that, at best, he died, and at worst, he lurks in the dark depths, transformed into something foul, full of slime and vengeance.

Will Lendarick be rescued or be doomed to an eternal slumber among the roots of Alderheart?

OVERVIEW

Descent into the Dark is an adventure for four characters of 7th-level that explores the hidden hollows beneath Alderheart's Roots level.

The story centers around the story of three friends—**Gurt**, **Sage**, and **Lendarick**—and how martyring oneself can lead to ruin.

This adventure is split into three parts. In **Part 1: Trouble in the Trunk Market**, a child is attacked by hostile slimes. Speaker Bitu, aware that this is not an isolated event, asks the adventurers to investigate and, if possible, address the root cause. Providing the party with a sample of the unusual slime, Bitu proposes that going to Winoing Reach to find a renowned slime researcher is the characters' best bet.

Part 2: Stirring Up the Past leads the party to Gurt, a hedge who has established a slime shop in the branches of the Reach. After a spot of tea, Gurt has an unexpected breakthrough and advises that an old friend, Sage, may have some answers. Gurt fears that their old friend Lendarick may be involved in this mess.

In the Roots of Alderheart, **Part 3: Into the Heart of Alderheart** introduces the characters to Sage, who, once learning of the party's involvement with the slimes, accompanies them to the Underfall, the last place she saw Lendarick. In Lendarick's old haunt, the party finds that Lendarick's compassion has turned him into the horrific Slime King. In order to stop Alderheart's slime plague, the party must dispatch or unravel the slime sovereign.

IMPORTANT CHARACTERS

SPEAKER BITA [SHE/HER]

Bita is a bright gallus with icy white plumage resembling that of a peacock. She serves as the Speaker of the Birdfolk Council. Her high position has placed a distance between her and the people she serves, but behind her coldness, she cares deeply for the citizens of the Wood.

LENDARICK ROOTBORN [HE/HIM]

Lendarick Rootborn is a luma mage. He was born in Alderheart's poor Underfall district but left to study at the Avium. Though he left his home behind, he never stopped working to improve the lot of the people of Alderheart's Roots. Unfortunately, Lendarick's research has led him to become overtaken by the slimes he once controlled, transforming him into the Slime King, a horror that lurks in the deepest reaches of Alderheart.

GURT HOLLOWFEN [THEY/THEM]

Gurt Hollowfen is a hedge and former colleague of Lendarick and Sage. As an expert in slimes, Gurt suspects the truth that Lendarick might have become the Slime King but is reluctant to talk about this possibility. Currently, they run a shop and continue their research into slimes in Winnowing Reach, a settlement at the forefront of the slime industry.

SAGE THE ROOSTMOTHER [SHE/HER]

A fluffy huden gallus named **Sage** was once a close friend of Gurt and Lendarick. After losing touch with them, she has given up her research into slimes and now runs a mushroom cart in Underfall. Sage speaks softly and has a habit of giving out small objects to those she meets (see **Sage's Trinket Table**). Though she has retired from research, because of her deep affection for Lendarick, she has been working on a ritual to free him from the influence of the slimes.

STOA MOSSBOW [THEY/THEM]

Little **Stoa Mossbow** is an inquisitive strig chick with an adventurous heart. They may be courageous, but they are still very young, barely out of the nest. They are the child of Merle and Morris Mossbow.

MERLE AND MORRIS MOSSBOW [HE/HIM AND HE/HIM]

Merle and Morris are the parents of Stoa. The two strigs run a small bookshop in the Trunk Market and enjoy their quiet life. Merle and Morris are very protective of the adventurous Stoa, perhaps with good reason.

BACKGROUND

Alarming events involving slimes have been causing turmoil in Alderheart. Without a reliable explanation for the slime invasion, clues point to a missing community leader, **Lendarick Rootborn**. The adventurers are tasked with investigating the infestation.

ADVENTURE HOOKS

Consider using the following adventure hooks to set up this adventure. Each hook presented here is aimed at one of the three pillars of play. Pick whichever best suits your game, or create one of your own.

A Familiar Friend. The party comes across a small crowd of children huddled together, obviously up to some sort of mischief. At the center of the crowd is a young jerbeen showing off his new slime friend. Thankfully the slime, large enough for the small jerbeen to ride, is kind toward the kids, but where did such an unusual specimen come from?

A Blobby Bounty. The party overhears a gaggle of Perch Guards talking about rumors of increased slime sightings near the Trunk Market. One young guard is heard saying she's going to attempt to claim the bounty for herself.

A Messy Crime. Things have been taken from Trunk Market stalls. The culprit leaves behind a trail of green sludge. The merchants are offering a reward to anyone who can uncover the oozy thief.



Part 1: Trouble in the Trunk Market

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The adventure begins in the Trunk Market, a hub of commerce within the Great Tree City of Alderheart.

THE YOUNG ADMIRER

The marketplace is filled with the cheeps, chirps, and chatter of birdfolk and humblefolk, all enjoying a sunny, late summer evening in the great bazaar. The smell of roasting fires and juicy baked pies is thick in the air as folk are handed treats and strange concoctions from the colorful food stands. A small strig, barely out of the nest, trundles up to the party with curious yellow eyes. Holding a frozen treat in their talons, they stare at the party's weapons and armor in awe as if they'd never seen anything so spectacular.

After a while, the young strig, **Stoa Mossbow**, toddles off slowly toward their fathers. A successful DC 13 Wisdom (Perception) check reveals that the child is walking toward what looks like an iridescent puddle of black water.

A caustic smell starts to fill the area, causing the youngster to drop their treat on the walkway. A slimy tentacle reaches from a nearby branch and snatches up the confection, startling the little owl. Screeching, they run for cover. As the small strig retreats, their tiny talon nicks a **cursed slime**, making the slime erupt forth and engulf them.

A snow-white gallus with a long, flashy tail and a gaggle of other important-looking birdfolk race toward the commotion. Speaker **Bita** and a few council members had been meeting with vendors in the market about the recent odd occurrences but now immediately turn to assess the threat. As they approach the captive strig, another **cursed slime** bursts from a fissure in the wood, engulfing Speaker Bita and stopping the other council members completely in their tracks. Bystanders scatter, screaming in a panic, leaving the party to face the creatures alone.

A STICKY CHOICE

As the crowd flees, you see Speaker Bita struggling to escape the grasp of a strange ooze. She gestures wildly toward the young strig being dragged away and shouts, "Don't worry about me; I can handle myself! Save the child!"

The **cursed slime** that grabbed the young strig is carrying the terrified Stoa away at full speed and will be out of sight very soon. Speaker Bita is brave and stubborn but will not last long against the second **cursed slime**.

The party has to act fast. If unpursued, the **cursed slime** carrying the child goes out of view in three rounds, after which it is difficult to track down. If Speaker Bita is left unaided, a **sticky slime** arrives in two rounds and starts attacking her as well.

If the party pursues the fleeing cursed slime, they catch up easily. As soon as they reach the fleeing slime, three more cursed slimes rise out of the branches to join the fight while the slime carrying Stoa focuses on fleeing with its captive. If the party defeats the slimes and rescues the strig child, they return to find Speaker Bita freed from the slime and surrounded by Perch Guards, clutching an injured arm. Regardless of her injuries, Bita applauds the party for rescuing the young strig.

If the slime escapes with Stoa despite the party's efforts to save them, Speaker Bita is deeply concerned but not angry. Though she understands there may be a desire to try to chase down the kidnapped Stoa immediately, Bita emphasizes that any attempt to do so will likely meet with failure unless the party can gather more information about the slimes. If the characters ignore her warning, skip to **Part 3: Into the Heart of Alderheart**, where they will not have the assistance of **Sage**.

If the party made no attempt to aid Stoa and instead helped Bita, the Speaker is angry that the party decided to help her and not the child.

Regardless of the outcome, Speaker Bita wants to get to the Council Chambers as quickly as possible. Her mood depends on how the encounter was resolved. If the party made no effort to help the child or Stoa was lost, the Speaker is furious and does not entertain any small talk while hurrying to the Council Chambers. If the party rescued Stoa, Bita walks with her uninjured arm around the young strig's shoulder, keeping them calm and distracted from the surrounding chaos.



BAFFLING TIMBER SAP

Heading to the council chambers, the party's attention is drawn to slime seeping out of the great Evertree. Speaker Bita has been conducting routine inspections of the Trunk Market due to rumors of strange thefts. During these inspections, she noticed a strange slime coating the walls and streets of Alderheart. Anything that could ooze through the trunk of the Evertree is cause for grave concern, but she didn't expect to encounter violent slimes in the busy market. The Speaker asks the party if they would be willing to help solve the renegade slime problem, promising to compensate them handsomely.

Since the party came to the aid of the City, each party member is rewarded with a *recall crystal**. This small clear crystal allows the holder to teleport back to the Alderheart Council Chambers once if they need assistance or must get out of a bind.

SLICK STUDY

The grand Council Chamber is atop a staircase woven from the boughs of Alderheart. The sun filters through the branches and reflects off the large domed roof of the intricately shaped building. The plaza is filled with many folks in ceremonial robes, talking in hushed voices. Speaker Bita leads you through the plaza, the outer chambers, and past two burly strig guards into her private quarters.

"Ah yes," Speaker Bita begins, using a delicately painted claw to pull a viscous piece of slime off of the hem of her robes, "This should do for a sample, no?" A nearby luma clerk quickly puts the specimen into a glass vial and corks it, handing it to you for safekeeping.

"I need you to travel to Winoowing Reach and search out Gurt Hollowfen, one of the best slime researchers in the Wood. Take this sample to them. Gurt should have an idea as to why these slimes are so aggressive. I'd appreciate it if you'd hurry before the whole of Alderheart is covered in this...mess. I've never seen these slimes before, and they seem to be propagating faster than we can stop them."

Bita offers each party member 50 gp and a token of favor if they investigate. The token, a gold medal bearing the crest of Alderheart, denotes that the owner is acting on behalf of the Council. Once the task the Council requested has been completed, the token can be exchanged for a token of service, which the bearer can use to request aid from the Council in the future.

If Stoa was taken by the slimes, their mourning parents are found outside the chambers talking to some Perch Guards. Anyone hearing the scared and grieving parents would be heartless to not offer assistance. Stoa's parents, **Merle and Morris Mossbow**, are two local strigs who own a small bookshop

in the Trunk Market. They beg anyone who listens to help bring their little owlet back.

After being escorted from the chambers back to the market, the party can either rest for the night or head out to Winoowing Reach.

INN INTRUSION

If the party lodges at an inn in Alderheart for a night before setting off, their lodgings are attacked by slimes.

While two **cursed slimes** attack the bottom floor of the inn, a party member wakes up with a **sticky slime** on their face. The slimed party member won't be able to breathe and has to make a DC 12 Strength check to get the slime off or begins suffocating until the slime is removed. The character can attempt the check at the start of each of its turns.

If the slimes are dispatched, the innkeeper gives the party 10 gp for saving the inn. If the party leaves before the slimes are defeated, there is no reward.

Gurt Hollowfen



Part 2: Stirring Up the Past

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The road to Winoaning Reach is peaceful this time of year as summer wanes and fall begins. Trees are only now turning amber and gold at the tips, and the air is still warm. Merchants with their pull-carts blurt out hearty hellos to fellow travelers.

Encounters on the road can either be charming and easy-going or frightening. Roll a d10 on the following table to determine one or more encounters as the party travels.

SLIMESWORN CULTISTS

These magical slime-infused robes were created by Lendarick as one of his experiments. Without the robes, the **slimesworn cultists** are nothing more than piles of bones. The robes reanimate them, allowing the slimesworn to act as the Slime King's loyal agents and carry out his will. Skulls and claws may peek out from inside their robes, but typically they keep their skeletal forms well hidden.



Slimesworn Cultists

ROAD ENCOUNTERS TABLE

d10 Encounter

- 1 The party comes across a lemonade stand run by a mother mapach and her daughter. One cup costs 2 cp.
- 2 On the road, there's a large patch of snow mysteriously covering the ground. Near it are two large sleds made of wood.
- 3 A well-loved doll that looks like a strig in armor is found on the road. There's a tag on it that reads, "Riffin Plush."
- 4 There are two jerbeens fixing a wagon at the side of the road. A character can help the jerbeens fix the wagon by making a check. A successful DC 12 Strength check helps set the wagon back on its axle. The jerbeens reward the party with two loaves of freshly baked bread.
- 5 A small stream runs by the path. A gallus family is enjoying a toy boat race. Adults and children alike are running along with the small ships made of leaves. If someone in the party has control over water or similar magic, they can help one of them win the race.
- 6 A rainstorm hits, muddying the road and making it difficult to continue. The party can seek shelter for two hours until the rain stops, though doing so will cost them time and expose them to more of the road's dangers. If they do this, choose or roll an additional encounter for their journey. Should they instead decide to press on, each character must make a DC 15 Constitution saving throw. On a failure, a character takes one level of exhaustion.
- 7 Two vulpins are arguing on the road, their wagons clearly damaged from running into each other. With a DC 14 Charisma (Persuasion) or Charisma (Intimidation) check, the vulpins can be persuaded to continue on their way. Otherwise, they start throwing fruit at each other and the party from their carts until the party leaves.
- 8 1d4 + 2 **slimesworn cultists** lie in wait around a clearing. They are posing as corpses and wait until a party member comes within range of one of them to launch their attack.
- 9 Three **cursed slimes** and a **black pudding** surround a traveling jerbeen and her son and will attack them unless the party draws their attention. The mother and child use the **jerbeen commoner** stat block. If saved, they thank their protectors with a bushel of apples.
- 10 The road winds between dense trees in this dark patch of forest and is blocked by a nearly invisible **gelatinous cube** that strayed here from the swamp. A group of bandits composed of two **jerbeen thieves**, a **strig berserker**, and their leader, a **mapach brute**, have taken advantage of this situation and are waiting to spring a trap once anyone becomes stuck in the ooze. The bandits are well hidden in the undergrowth and can be spotted with a successful DC 17 Perception check, while the cube can be spotted and avoided with a successful DC 15 Perception check.

WELCOME TO SLIMETOWN

In Winnowing Reach, folks are bustling around the branchroads, busily carrying glass vats of slime or warm food and pastries. Here in the swamp, the trees are droopy, and the air is humid. Birdfolk and humble-folk are bartering on high-up canopy bridges, shouting loudly at each other in cheerful tones. It's a lively trade town with a purpose. From the bottled oozes being traded, it is obvious that slimes have touched every corner of life here.

There's a cozy inn with a sign announcing its name: The Wrangler's Rest. Bright lights flicker in the window, and soft lute music spills out through the cracked front door. Just north of the inn is Gurt Hollowfen's Emporium. The Emporium, an acorn-shaped structure with a round door, is suspended between two large weeping willows.

GURT'S EMPORIUM

Inside Gurt's Emporium, patrons are greeted by a mishmash of vials, trinkets, and strange scroungecraft contraptions. The front of the shop is adorned with perfectly arranged bottles of shifting, colorful slime, while every corner of the back is cluttered with slime being distilled, boiled, and stored. The organized wares are all tagged with worn parchment paper, characterizing the contents' properties in beautiful handwriting. The bottles' contents can be identified with a successful DC 10 Wisdom (Perception) check. Most bottles hold common slime residue, but some labels boast of more magical and potent slime rarities. The prices are not listed, but Gurt is willing to sell them to the right buyer or offer them as gifts in the right circumstances.

GURT'S SLIME POTIONS

Potion	Price
Potion of healing	45 gp
Cream of ooze moisturizing face serum*	25 gp
Draught of feather shine*	700 gp
Alluring dye* (any color)	25 gp
Talon tincture*	950 gp

When the party enters the Emporium, read:

A trap door swings open, and a green-tinted hedge pops out of the cellar, bellowing a joyful greeting. "Welcome, welcome! Are you looking for some certain slimes? We have all sorts of kinds! A slime for all times? Or just a friendly hello?" The hedge speaks quickly, tripping on their words, and gets much too close to you. "Long-time guest or new to the area? Caught up in the hubbub, or would you want some tea?" They wink at you behind the thick glass of their slime-stained goggles.

The hedge is **Gurt Hollowfen**. After offering them some earthy dandelion root tea that tastes a little off (it contains a touch of distilled slime), Gurt asks why the party is in the Reach.



If shown the slime sample from Alderheart, Gurt's eyes go wide, and sadness fills them. Gurt snatches up the vial and places it in a strange contraption with lenses and dials. They hum and haw over the sample.

While talkative, Gurt is reluctant to share their knowledge of the unusual slimes, but if the party is upfront about what **Bita** has tasked them to do, Gurt opens up. The party finds out Gurt was once great friends with a luma and a gallus: **Lendarick** and **Sage**. The three companions would spend countless sleepless nights discussing slimes and their various applications.

Gurt, still heartsick over their absent friends, becomes strangely hopeful if the party mentions the slime attacks in Alderheart. Lendarick had been fascinated with the transformative properties of slime, and the **cursed slimes** remind Gurt of Lendarick's experiments.

Gurt's Story. As Lendarick became more and more distant because of the experiments, Gurt found themselves ready to move their shop to Winoing Reach, drawn by the potential profits of the slime-filled region. Gurt and Lendarick parted with no hard feelings between them, but Gurt knew that their path was no longer entwined with that of the reckless luma. Although they had not been in touch, Gurt had heard shocking murmurs about Lendarick's disappearance: Lendarick had been transformed by his work into something monstrous. Gurt, while not surprised by the rumors, knew how the whispers hurt Sage. Gurt believes Sage had feelings for Lendarick and wanted the best for Lendarick despite his unhealthy obsession with helping others at any cost. Eventually, even Sage lost faith that Lendarick would heal from his compulsion to sacrifice himself for the benefit of others.

With a successful DC 13 Charisma (Persuasion) or Charisma (Intimidation) check, Gurt tells the party about the experiments the trio had carried out on the slime. Some of the research they conducted on the creatures was ethically questionable. Toward the end of their time together, Lendarick was particularly keen on testing the use of animated slimes as cheap furnishings in the homes of those who couldn't afford more. At some point, Gurt grows somber and says:

"You will have to go to the Roots of Alderheart, the Underfall district. I think that's where Sage might be. Find her, the gallus that looks like a storm cloud. She should have some insight into whether Lendarick is behind the cursed slimes. If you can find Lendarick, there may be a spark of him left. But it will be dangerous and possibly very...sticky."

With a successful DC 15 Charisma (Persuasion) check, Gurt can be persuaded into disclosing what they believe happened to Lendarick: Lendarick has become the fabled Slime King.

Gurt says they'll know more about the slime sample in the morning and recommends that the party find themselves a room at the nearby Wrangler's Rest. Gurt also offers some of their slime-infused dandelion root tea as a nightcap.

SLIME EXPERIMENT GONE WRONG

Just before they leave Winoing Reach, a flustered Gurt tracks down the party. Gurt has a bottle of distilled slime essence and wishes to test the effect of adding a sample of the Alderheart slime to it. Gurt hypothesizes that the curse may be something unaffected slimes can contract through contact. Gurt requests that the party follow them back to their Emporium.

Within the Emporium, Gurt holds up a large bottle filled with slime that contains the skull of a cervan. Gurt warns the group to stand back as they administer the cursed slime sample to the bottled essence.

The bottled slime bubbles like a cauldron, boiling as if it were burning alive. Suddenly, the bottle bursts. The birdfolk skull shoots straight up, colors of red and black bursting from it, landing in three distinct puddles of squirming slime. Bones begin to form and protrude like spikes from the slime. The cervan skull emerges to sit atop the body of one slime and gives Gurt an evil look. It turns maliciously toward you, as its newly created brethren roil behind it, clearly ready to fight.

The distilled slime essence has mutated, spewing forth three **cursed slimes**, which attack Gurt and the party. In addition to their actions, on initiative count 20 each round (losing ties), the slimes destroy something important to Gurt. Roll a d4 on the Destruction Table to determine what is destroyed.

DESTRUCTION TABLE

d4	Effect
1	Jar of slime essence quickly bubbles on contact with the cursed slime, spewing out three more cursed slimes that join the battle.
2	A jug of black ichor covers the entire floor, making it difficult terrain.
3	A flask releases an acrid cloud that fills the Emporium; the released cloud has the same effect as the gas created by the <i>stinking cloud</i> spell.
4	A long test tube breaks, its contents covering the ground in a 20-foot radius and creating difficult terrain; additionally, the slippery contents of the tube cause all creatures within 20 feet of the broken test tube to be knocked prone.

LEAVING WINNOWING REACH

After the slimes are defeated, Gurt encourages the party to make haste to the Roots of Alderheart, find Sage, and discover what happened to Lendarick. They advise the adventurers that Sage spends most days at her mushroom cart, adding that she can probably help you find Lendarick. Gurt speculates that whatever the source of the curse is, destroying it should end the curse and return the slimes back to normal.

As you get ready to leave Gurt and the Emporium full of goopy treasures, Gurt puts their head in their hands. From between their claws, you hear: "I didn't want to get Sage involved; she's already lost so much because of this, but—" There is a painful pause. "Please. Her small cart is located just near the entrance to Underfall. When you find her, give her this." Gurt reaches into their apron and pulls out a waxy, red-tipped luma feather on a long chain. "She'll need this if she wishes to try the ritual again."

Deflecting any questions about the ritual, Gurt bids farewell and suggests the party bring back a sample of any slime they find in the Roots. If the party ever returns with a one-of-a-kind slime specimen in the future, Gurt promises to reward them with one of the Emporium's signature potions: a special *draught of slime curse cure**, a potion that can remove curses from the user.

Before the party can run off, Gurt offers each a friendly yet careful—hedges are prickly, after all—hug goodbye. One last time, Gurt suggests the adventurers take a mug of dandelion-slime-root tea to go, reassuring the party that it wouldn't be too much trouble at all.

At the GM's discretion, being an empathic hedge, Gurt could offer something that one of the party members desperately needs. This something could be tied to a character's backstory or the current adventure. What Gurt gifts the party member should be within reason of what Gurt has available.



Part 3: Into the Heart of Alderheart

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If they require assistance or are in a bind, the party may use the *recall crystal** to return to the Council Chambers in Alderheart. If they take the road, roll on the **Road Encounters Table** again.

THE ROOT OF THE PROBLEM

Sage the Roostmother can be found at the entrance to the Underfall district in the Roots of Alderheart, where she is trading edible and useful fungi from a ramshackle wooden cart covered in moss. The gallus has a worn appearance, and her eyes are tired under her incredibly fluffy feathers, but her spirit is joyful. She talks in a whisper, barely audible through her fluff, and she patiently repeats herself whenever asked.

Sage is displeased if someone acts with evil intent or steals, but she does not fight if approached with hostility. Aggression is met with a motherly huff of disapproval. With a love for stories and tales, Sage asks a lot of questions and frequently suggests a pint at the inn so she can hear more, though once Lendarick is mentioned, she becomes more focused.

SAGE'S TRINKETS

Sage keeps several random objects in her robe and has a habit of giving them to creatures who seem sad. Choose or roll on the Sage's Trinkets Table to determine which object Sage will hand out.

SAGE'S TRINKETS TABLE

d10	Random Object
1	A small teacup with the emblem of a talon painted in indigo ink on its surface
2	A claw from a raptor
3	A ticket for one free hug, handwritten on wrinkled parchment
4	A tiny cheese wheel coated in a red wax rind
5	A miniature bronze emberbat figurine
6	A delicate porcelain thimble in the shape of a gallus beak
7	A dark velvet sachet filled with dried lavender
8	A tuft of strig feathers, bound together by a worn bowstring
9	A green silk handkerchief embroidered with bright red strawberries
10	A small burlap pouch marked "seebies," filled with corn kernels

At any mention of slimes, Gurt, or Lendarick, Sage asks to join the party and show them to where she last saw Lendarick.

If the party decides not to take Sage with them, she clumsily shadows the party and intervenes in skirmishes.

As a welcome companion or a tagalong, Sage talks about Lendarick and slimes. Sage confides that she is worried about Lendarick and has prepared a ritual that requires one of his feathers. The ritual allows her to attune with the spirit of the slimes and the great tree of Alderheart. Should it be needed, the ritual could be used to bring Lendarick back from any scourge that may have afflicted him. It is a complicated and dangerous ritual, but she believes it may be the only way to stop the infected slimes from taking over not just the roots but the whole City. For the magic to work, they have to go deep below the Underfall, to where Lendarick lost his way.

If the party presents Sage with the red feather from Gurt, read:

The ragged gallus's eyes light up. Sage takes the feather in her talons, holds it to the light, and exclaims, "Sweet Hanera! Where did you find this?" Sage pauses, her head feathers fluffed out into a surprised halo. "Gurt! Did Gurt give this to you?" With wet eyes, Sage clutches the red-tipped luma feather to her chest and continues, "I thought I'd lost every part of him. There's a chance. There's a chance to bring him back now. I can't thank you enough."

Sage the Roostmother



LENDARICK'S DOMAIN
Fig. D1



LENDARICK'S LAST DOMAIN

Motivated by the possibility of finding Lendarick, Sage takes the party to a seemingly abandoned district beneath the Underfall. It would be difficult for anyone who was not intimate with the twists and turns to navigate their way back to sunlight.

The tunnels beneath the Underfall are nearly devoid of life. Sage stops at a diverging passage. "Lendarick once brought me here to share his progress. What I saw made me finally realize that Lendarick was lost. His dreams of helping had become twisted fantasies. My dear friend had defiled the slimes with malicious magic, forcing them into unconsenting servitude as unnecessary furnishings. If they felt pain, I..." Sage hesitates, lost in the upsetting memories. Collecting her thoughts, Sage makes eye contact. "To get to his study, we will have to travel in a single file."

Refer to **Fig. D1** for a map of **Lendarick's Domain**.

The tunnels beneath the Underfall district have the following general features:

LIGHT. The main tunnel is a dark passage lined with glowing blue-green slime. The party can take samples of this slime without much difficulty. It emits dim light in a 10-foot radius.

TUNNELS. The tunnels vary in width. At their narrowest, they are 5-foot wide, and two Medium creatures cannot stand side by side without squeezing. The ceilings are low, and Medium-sized creatures have to duck slightly in places. The tunnels are made from petrified roots and packed earth. They have irregular surfaces.

1. THE SLIME PRISON

The tunnel widens into a space lined with enormous glass containers. Stoppers fasten breathing tubes to the empty vessels. A successful DC 12 Intelligence (Investigation) or Intelligence (Nature) check identifies slime residue on the insides of the large jugs as the remains of cursed slimes.

At the end of the room, a smaller jar is occupied by an orange slime that is quivering in fear and asking to be let out. The orange ooze is Lendarick's **slime familiar**.

If the party gets within 5 feet of the familiar's jar, the familiar bursts out and excitedly latches onto the shoe of the closest adventurer. Upon inspection, inside the familiar is a very small jerbeen skull with runes carved into it. As long as it remains alive, it is a loyal companion to the party. The slime does not speak Birdfolk or any other language but can gesture and wave with its tentacles.

2. A COZY TEST ROOM

Continuing down the narrow tunnel past the slime prison, the party finds a cozy test room on the left. Inside the room are a couch, chair, and chest fashioned out of **animated slimes**. The walls of the room are caked in the same bioluminescent slime found throughout Lendarick's lodgings.

If the slime carried Stoa Mossbow away during the first slime attack in Alderheart, the young strig is found sitting comfortably on the bed made of slime. The slimes have not harmed **Stoa**. In fact, Stoa has made friends with a purple **slime familiar**, and other slimes also act kindly toward them. Stoa is very curious and asks the party many questions about who they are, their past, weapons, and favorite foods.

If Stoa is in the cozy test room, the slimes remain furniture because, irrespective of the tortures they have been subjected to, the slimes are still kind toward young folk. Stoa continues with the party for the rest of the adventure but hides during fights. Slimes do not attack Stoa.

If Stoa was rescued in Alderheart and a party member touches the slime furniture, the **animated slime** comes to life. Freeing one **animated slime** reanimates the remaining two **animated slimes**. All three slimes attack. Once defeated, all that remains in the room is 5 gp and a pile of clothes where the slime chest used to be. Sage confirms the clothes are Lendarick's old robes.

Combat in this room quickly draws four **cursed slimes**, which bubble in through cracks in the wall and down from the ceiling. They arrive after the first round of combat and attack alongside the **animated slimes**.

Slime Familiar



3. LENDARICK'S STUDY

Farther into the tunnel, the opening for Lendarick's study is on the right wall. The study is lined with lanterns lit by slime. Empty, used teacups sit on every flat surface available. A small bed with rumpled covers is set against the far wall. An old wooden desk sits on one side, littered with papers and drawings of slimes labeled with mysterious arcane writing. The desk drawers hold a quill, ink, parchment, and four vials of unidentifiable slime. The vials contain what is left of one of Lendarick's botched experiments: Transformative Slime. If a character consumes these as potions, roll on the Transformative Slime table to determine the effect.

Lendarick Rootborn

TRANSFORMATIVE SLIME TABLE

d4	Effect
1	The creature is polymorphed into a sticky slime for 1 hour.
2	The creature is polymorphed into an emberbat for 1 hour.
3	Mushrooms grow from the creature's head until it takes a long rest.
4	The creature glows bioluminescent green in the dark until it takes a long rest. It emits dim light in a 10-foot radius and has disadvantage on Dexterity (Stealth) checks to hide while in darkness, and creatures have advantage on Wisdom (Perception) checks that rely on sight to spot it.

With a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check, Lendarick's research journal can be found in a corner, hidden under a slab of rock. The journal details his desire to improve the lives of those in the roots and his love for Sage. The later journal entries are less about bettering lives and love and more about Lendarick's increasingly esoteric experiments. Reading the instructions on how to create transformative slime informs the reader that "what remains of the experiment are found in the three vials left in the desk drawer." Lendarick's last few entries are barely legible, mere heavy ink scratches on the pages. The last words that can be deciphered say "final transformation" and "Slime King."

If Sage is confronted with what Lendarick wrote about his feelings for her, she becomes flustered, saying they were merely colleagues. With a successful DC 10 Wisdom (Insight) check, it is revealed that Sage is lying.

If asked about the Slime King, Sage gasps. Lendarick had become obsessed with gaining an intimate understanding of slimes, and the last time Sage saw Lendarick, he looked extremely gaunt, and the red in his feathers had faded. She thought she spotted slimes clinging to his body, but he kept them hidden in the folds of his robes. When Sage questioned him, Lendarick responded he was fine and that his sacrifice was for the greater good. Sage pleaded with Lendarick, begging him to leave the calcified root prison and step back into the light. Lendarick never responded, choosing instead to hunch over his work. Sage, not knowing what to do, left her love behind.

Searching the room further, a set of Calligrapher's Supplies, a quill, and a small copper ink pot filled with 1 sp worth of ink can be easily found.

4. THE CATHEDRAL OF SLIME

At the end of the main tunnel is an open cavern roughly 60 feet in diameter covered in brightly glowing blue-and-green fungus, giving the petrified roots the appearance of an evening sky. The cavern has the following features:

LIGHT. The entire cathedral cavern is filled with bright light from the glowing fungus.

HEIGHT. The roof of the cavern is arched and 50 feet high at its highest point.

SLIME POOL. At the center of the cathedral is a phosphorescent pool roughly 20 feet in diameter, surrounded by a rocky floor that is slick with slime. This pool is waist-deep for Medium creatures and is difficult terrain for any Medium creature without a swim speed. Small creatures must make a DC 14 Athletics check to stay afloat in the pool during the chaos of battle, while Large or larger creatures and slimes ignore the difficult terrain.

The Slime King stands in the middle of an illuminated pool, roots arching over him like the high vaults of a cathedral. Glowing spores float around the creature as slime tendrils ooze into the Great Tree. “Lendarick!” Sage yells loudly enough to surprise herself. The Slime King flinches at the name. Sage swings her head toward you and pleads, “He just wanted to make everything better! He still does. He made a mistake. Don’t hurt him. Lendarick’s still there. I think I can bring him back. Please!”

The Slime King reacts to the intrusion by beckoning two slimesworn cultists to his side. They emerge from the depths of the eerie pool.

If the party chooses to defeat the Slime King through combat, he and the slimesworn cultists fight to the death.

THE RITUAL

If the party listens to Sage, she prepares for the ritual. If not aware of the feather Gurt gave the party, she says the ritual most likely won’t work unless she has one of Lendarick’s feathers.

The party must fight to keep the **slimesworn cultists** and the **Slime King** away from Sage as she performs the ritual.

For the ritual to succeed, Sage must maintain her concentration for 4 rounds and, if holding it, not let go of Lendarick’s

feather for the duration. Treat these as concentration checks made to maintain concentration on a spell. If Sage is holding the feather, she has advantage on concentration checks made to complete the ritual. If her concentration breaks, the ritual fails.

If the ritual fails, The Slime King and the slimesworn cultists fight until death, targeting Sage first. Once the Slime King is defeated, Lendarick’s dead body is found in the remains.

If the ritual is conducted without the feather but it succeeds, the Slime King is destroyed. Lendarick’s spirit is freed in death, and his body disappears. Sage must make a DC 15 Constitution saving throw. On a failure, she dies, giving up her life to destroy the Slime King.

If Sage has the feather and the ritual is successful, read:

In the dim cavern where glowing fungus serves as stars, the gallus holds up the mage’s feather and begins to chant a prayer to Hanera. Warm light fills the cathedral-like chamber, flickering off the wet walls and the bulbous form of the Slime King.

As Sage’s chanting turns to soft singing, slime melts away from the Slime King like a fast-burning candle. The ooze flows back into the ground through fissures in the hardened wood, revealing a small luma with tawny feathers and black markings like a mask.

Lendarick stands up, holding a worn cloth over himself. Slime and skulls litter the ground around his feet. “Sage, you saved me...I never could have.” His voice is full of anguish, but the gallus embraces him before he objects.

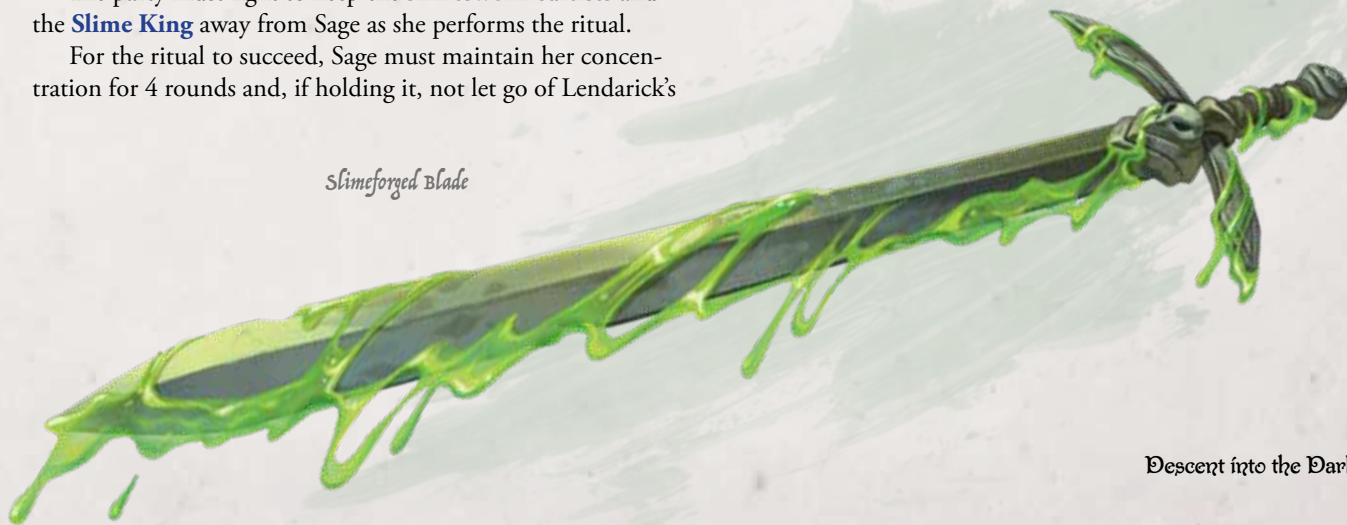
The ritual separates Lendarick from the slime that transformed him and returns him to his true form. The slimesworn cultists disintegrate, their magical robes becoming puddles of inert slime, oozing around the bones they once animated.

If the orange slime familiar is with the party, it happily oozes its way over to Lendarick and curls around his feet.

REWARDS

All that is left of the Slime King is the *slimeforged blade**, a bone-forged greatsword.

Slimeforged blade





CONCLUSIONS

If the party reunites Stoa with their fathers, Merle and Morris Mossbow ignore the party members and shower their little owlet with hoots and kisses. Stoa holds up their new purple *slime familiar* and asks their parents, “Can I keep it?”

If Lendarick dies and Sage lives, Sage continues to help the people of the roots. Though in mourning, she is now at peace, knowing Lendarick is free. She opens up the slime tunnel as a shelter for the poor. Sage begins research of her own, using slimes for mundane uses, such as preserving food.

If Sage does not survive the ritual, she is remembered as the hero in Underfall if the party shares her story. In her memory, folks keep a gallus feather above their door to protect them from the evil that lurks in the depths.

If Lendarick and Sage both live, they return with the party to the Council Chambers and Speaker Bita. Walking with Lendarick through the Roots draws a small crowd of curious birdfolk and humblefolk who whisper under their breath, amazed he’s returned. Lendarick was a legend within the Roots, and his return is perceived as a sign of good fortune.

Speaker Bita is happy to see Lendarick again. His work, while dangerous, had a noble aim. When Bita notices a crowd has formed behind Lendarick, she steps up and speaks.

“Too long have the Roots been secondary to the Trunk and Canopy of this perch. Alderheart has shown us in the past that we should honor all who live here, and that means the Roots as well.”

Council forgives Lendarick for his previous actions, as his intent was always to help those in need. The party gains the lasting friendship of Lendarick and Sage. Eventually, with the leadership of Lendarick and Sage and with the backing of the Council, projects to improve the lives of those living in the Roots get underway—without the need for dangerous slimes.

THE COUNCIL’S THANKS

However the Slime King situation is cleaned up, as long as the slime threat is ended, the Council expresses their thanks by replacing the party’s tokens of favor with tokens of service. The face of the token of service is engraved with a heart made out of roots. In the future, any reasonable help that a bearer of the token of service may need from the Council will be granted without condition.





The shops and their wares are described in detail, as are the shopkeepers: colorful characters from all walks of life. Each shopkeeper has a personality, background, and storyline that you can use to enrich your game. These stories can be used wherever needed, either as small side quests or as major plot points in your own Humblewood adventure!

In order to allow you to better fit them into your game, some quests presented here don't have fixed locations. Anytime a quest is ambiguous about where it takes place, feel free to set it anywhere in the Wood that works for your game. You can either modify the information about a location presented here to fit within an existing city or town in Humblewood or use the information provided to create a new place in your game world.

The shop descriptions each contain new non-magical items, detailed here. New magic items can be found in **App. C** and are marked with an asterisk *

On the beach southwest of Saltar's Port sits a most unusual shop, The Crimson Rose. Built from the remains of a shipwrecked vessel of the same name, the store resembles an upturned hull rising from the sand. Folks around these parts know The Crimson Rose as much for its eccentric construction as for the spices, silks, and treasures from far-off lands sold within. The Crimson Rose regularly welcomes customers from the nearby port and from villages all along the Talongrip Coast.

The store's owner, "The Captain," is a briny old salt with a warm heart beneath her stern demeanor. She was once a captain in the Salter's Port Coast Guard before her retirement, after which she had her ship dismantled and rebuilt as a seaside shop. Petra settled into the life of a merchant but has never quite left her seafaring ways behind her. A few of her crew members followed her after being honorably discharged. Since then, she has added to her "crew," offering work to those who have impressed her with their words and deeds. The Crimson Rose has grown into a prosperous business, thanks to both The Captain's guidance and the dedication of her crew.

The enigmatic proprietor of The Crimson Rose is **Petra Cloudburst** [she/her], a venerable maran raptor known to all in Saltar's Port as "The Captain." She is a dignified figure who runs her business with the discipline of a naval vessel, and she still wears her full coast guard regalia, despite her retirement. One of her more distinguishing features is her left arm, which is missing wing feathers. This injury was caused by the bolt of a heavy ballista, which struck her during a heated battle against pirates. Petra survived, but her injury never healed properly, and she permanently lost the ability to glide. Eventually, Petra's age caught up with her, and she chose to retire honorably rather than risk the safety of the ships under her protection. As a reward for her years of loyal service, she was allowed to keep her ship, The Crimson Rose. As the ship was also showing its age, Petra decided to run it aground and use its remains to build the quiet seaside shop she had always dreamed of owning.



Captain Petra Cloudburst

Despite her age, Petra doesn't believe her best years are behind her. She speaks of her past more with a sense of pride in her accomplishments than with nostalgia. Rather than lamenting that she no longer patrols the high seas, she puts everything into making her store the best it can be. Thankfully, her former career protecting merchant fleets means she knows many seafaring traders grateful for her service and captains who are happy to provide her with preferential prices on their extraordinary stock.

Petra is self-assured and possesses an unshakable faith in order and justice. Her unvarnished opinions can rub some folks the wrong way, but the strength of her convictions is inspirational, and she always seems to have the right words to rouse the spirits of others. She usually takes a hands-on approach to managing her staff. When not issuing orders, she can be found upstairs in her quarters, where she deals with the paperwork that accompanies managing a store that works closely with seafaring merchant companies.

THE CAPTAIN'S CREW

The Crimson Rose has a dedicated staff that has remained mostly unchanged since its establishment. Petra proudly refers to the staff as her "crew." The first crew members followed The Captain into retirement from the Coast Guard, and others have since come to serve at The Crimson Rose under Petra's guidance. More than just workers, the crew and The Captain share a bond akin to family. The Crimson Rose currently has a crew of six, in addition to The Captain. You can find the stat blocks for each character listed under Petra's Crew in **App. B**.

***Lucas Azira* [he/him]**

Lucas Azira is an aged vulpin with a prosthetic leg who was once Petra's first mate. An exile who escaped from the tumultuous Gasparian Isles in his youth, Lucas was one of the first to join Petra's crew. She taught him everything she knew about living on the sea and helped give his life structure and purpose. Ever since, Lucas has served Petra with unmatched diligence and loyalty. He lost his leg in the same battle that cost Petra her wing, and were it not for him, she would have lost her life. Having followed Petra into retirement, Lucas plays a pivotal role as her primary assistant. Once the shop was established, Petra entrusted him with managing the store's coin and keeping the crew in line, much as he had during his previous years of service. Lucas is patient and kind. He possesses a deep affection for The Captain, which he finds difficult to act on due to their professional relationship. He cares deeply for Petra and would do anything to help her achieve her dreams.

***Slip Tideswell* [he/him]**

Slip Tideswell is a stoic and disciplined maran raptor who lost his right eye while serving in the Coast Guard. Before he followed Petra into retirement, he acted as the ship's quartermaster. Slip is now in charge of security at The Crimson Rose. An expert in weaponry and a master of several birdfolk combat techniques, Slip gladly offers his expertise to any customers in need.

***Gerta Downyruff* [she/her]**

A warmhearted and savvy stout strig, **Gerta Downyruff** once served Petra as the ship's navigator. Her knowledge of sea routes and the ways weather patterns can affect shipping lines have made her well-suited to setting the prices for The Crimson Rose's various imported goods. Her expertise ensures that customers don't get overcharged and that the store turns a profit.

***Hannity Lerune* [she/her]**

A relatively recent addition to the crew, **Hannity Lerune** is a young sable luma with a foul mouth and a crude sense of humor. She served as a sailor on an independent merchant vessel before she was dismissed by her former captain for being "bad luck." Petra saw these baseless superstitions for what they were and instead judged the luma on her indomitable spirit. Since Petra took her in, Hannity has proven herself a capable member of the crew, thanks to her strong work ethic and never-say-die attitude. Hannity can be abrasive to those who haven't earned her trust, but anyone who can take a joke or two at their own expense will find her to be warm and jovial. She works closely with Gerta and has taken on the role of inventory manager, ensuring that all stock that passes through the shop is accounted for.

***Lorno* [he/him] and**

***Lanelle Burrowbright* [she/her]**

Lorno and Lanelle Burrowbright, a pair of jerbeen siblings, hail from a small village down the Talongrip Coast and have only worked for Petra for a year. They came to Saltar's Port seeking work to support their family back home but found little success until they chanced upon The Crimson Rose and managed to impress The Captain with their earnestness. Since then, the pair's efforts have made quite an impact on the store, and they have been accepted into The Crimson Rose's small family.

Lorno is the younger brother, and though he's perpetually serious and fretful, he is nevertheless a hard worker who always has his mind set on his next task. He does odd jobs around the store, from stocking to cleaning to running errands for The Captain. Lanelle, the elder sister, is cheerful and compassionate. She puts her personal touch into sewing banners for the various displays, arranging products, and generally keeping the place looking its best. She also helps behind the counter.

Both siblings use the stat block for a **jerbeen commoner**. They are neutral good.

A SHIP OF SPLENDORS

The round door to The Crimson Rose opens with a brassy jingle from the ship's bell suspended just over the door frame. Inside, patrons find a bright and spacious showroom full of colorful displays of freshly imported produce, spices, and supplies. Merchandise is stacked on shelves, piled in nets that hang from the ceiling, and presented in opened burlap bags or crates fresh from the ships on which they arrived. A glass counter set against the back wall of the showroom contains magic items that are kept under lock and key. On the wall







The Noble crew of the
Crimson Rose

behind the counter, weapons are displayed on pegs that protrude from the wooden planks. The main floor has a lively, homey atmosphere accentuated by the porthole windows' natural light and the low, slanted ceiling, which owes its shape to the shop's unique construction.

From this main room, there are two exits besides the entry door, both off-limits to customers. A door behind the counter opens into a stockroom housing surplus inventory and items awaiting appraisal. The shop's coin is secured in a heavy iron safe inside this room. A set of stairs to the side of the counter lies under a hanging wooden sign reading "Crew Only." The stairs lead up to the shop's second level, where the ship's original quarters have been reconstructed into eight small bedrooms. A hallway connects these bedrooms to the captain's chamber, as well as to a large mess hall that serves both as the kitchen and dining area for those who live here.

FROM BEYOND THE SEA

The Crimson Rose sells a variety of wares, most sourced through Petra's connections with captains of various merchant vessels. Tools for naval travel, trade goods from far-off lands, and well-forged weapons can always be found here.

Those who visit can easily find Cartographer's Tools, Gaming Sets, Musical Instruments, Navigator's Tools, and Weaver's Tools for purchase. There are also several trade goods on display, including some from shores far to the east.

TRADE GOODS

Trade Good	Cost
Dustbloom spices (1 lb.)	5 gp
Gasparian tree nuts (1 lb.)	2 gp
Imported fruits (1 lb.)	3 gp

Dustbloom Spices. These spices procured from the far-off desert of Dustbloom are prized for their unique and peppery flavor.

Gasparian Tree Nuts. These large, hollow tree nuts come from the Gasparian Isles. The sweet white flesh inside can be eaten, and the hollow space is filled with a flavorful liquid. They are popularly used in confections.

Imported Fruits. Various fruits from different lands beyond the Songsea are sold fresh and are in high demand among Alderheart's nobility.

The weapons on offer at The Crimson Rose include hand crossbows, heavy crossbows, light crossbows, nets, rapiers, scimitars, and shortswords. A few special martial weapons can also be found here.

MARTIAL WEAPONS

Weapon	Cost	Damage	Weight	Properties
Boarding axe	8 gp	1d8 slashing or 1d8 piercing	3 lb.	Special
Twinshot hand crossbow	85 gp	1d6 piercing	5 lb.	Ammunition (range 30/90), light, load- ing, special

Boarding Axe. This one-handed axe has a pick on the opposite end of the blade. You can choose to deal either slashing damage or piercing damage, depending on which end you use to attack. If you are proficient with axes, you can add your proficiency bonus on any checks made to climb a vertical surface when wielding it.

Twinshot Hand Crossbow. This hand crossbow has been modified to support two crossbow mechanisms, each one activated with a separate trigger. Unlike other weapons with the loading property, it can be fired twice before it needs to be reloaded. If you are proficient with a hand crossbow, you are proficient with a twinshot hand crossbow as well.

ENCHANTED TREASURES

Petra's relationship with grateful seafaring merchants means that she has the first pick of any rare magical objects they might procure on their voyages. Thanks to this, The Crimson Rose has an eclectic and ever-changing stock of wondrous treasures imported from far-off lands. There are 1d4 + 1 magic items on display at any given time. You can roll on **The Captain's Inventory** table or decide what Petra currently has in stock. The Captain's own inclinations mean her wares often have a nautical theme, but any treasure from a far-off land would be a good fit among her wares.

THE CAPTAIN'S INVENTORY

d100	Magic Item	Price
01	<i>Necklace of adaptation</i>	350 gp
02–05	<i>Trident of fish command</i>	400 gp
06–11	<i>Talons of the squall*</i>	700 gp
12–17	<i>Cloak of the manta ray</i>	500 gp
18–23	<i>Gloves of swimming and climbing</i>	400 gp
24–31	<i>Javelin of lightning</i>	350 gp
32–37	<i>Ring of swimming</i>	350 gp
38–43	<i>Wind fan</i>	350 gp
44–49	<i>Boots of speed</i>	400 gp
50–55	<i>Ring of resistance (tourmaline, citrine, or spinel)</i>	700 gp
56–61	<i>Iron bands of binding</i>	350 gp
62–67	<i>Ring of the sky hunter*</i>	1,200 gp
68–73	<i>Folding boat</i>	1,000 gp
74–79	<i>Cogwork wings*</i>	1,200 gp
80–85	<i>Staff of thunder and lightning</i>	900 gp
86–91	<i>Scimitar of speed</i>	1,000 gp
92–94	<i>Saber of unity*</i>	1,200 gp
95–97	<i>Flame of ingenuity*</i>	1,500 gp
98–99	<i>Pathfinder's pebble*</i>	2,000 gp
100	<i>Horn of Valhalla (iron)</i>	2,500 gp

QUEST: SALTFEATHER'S REVENGE

In this side quest, characters learn of the pirate captain responsible for Petra's injury and will have a chance to help her finally bring the notorious freebooter to justice. This is best suited to a party that has had a few interactions with Petra and her crew and has witnessed the family-like bond they share.

The mood in The Crimson Rose is somber today. Petra is anguished, and Lanelle is openly weeping, surrounded by sympathetic crew members. Everyone seems devastated. Lorno is nowhere to be seen. When Petra sees you enter, she approaches you with purpose.

"The bloody coward," Petra curses, her rage barely restrained. "Lorno never came back from the market today, and we found a ransom note left on the door. It bears the mark of a nasty crew of pirates led by a blaggard called Saltfeather. He ordered the shot that took my wing, and I repaid him by taking his claw. It's me he wants, yet the craven threatens my crew. I've no choice but to accept his demands. By my oath, I'll not let him win! You lot seem to be stalwart folks. Will you help me put an end to Saltfeather's villainy?"

THE PIRATE'S PLANS

Petra places a piece of parchment into the party's hands. It is marked with a single black brushstroke in the shape of a feather, under which is messily scrawled:

"Midnight, The Seafoam Grotto. Bring all yer coin, Or else."

Petra is familiar with the meeting spot and knows a way the party might be able to set up an ambush once the exchange is complete. She already has her crew gathering a bag of coins for the ransom. Some crew members express their disapproval of the plan, but none will go against The Captain's orders. Petra suggests that one of the party members acts as an intermediary between Saltfeather and herself in the hostage negotiations. She wants this character to ensure that Lorno is safely returned and to keep Saltfeather distracted while the others close in on him and his crew. However, she will also listen to an alternative plan should the party suggest one. Whatever the final plan, The Captain insists on being present with the party member during the exchange regardless—her honor demands nothing less.

The pirate force consists of:

- four neutral evil **birdfolk sailors**
- a **raptor freebooter**

This crew is led by **Saltfeather** [he/him], a notorious corvum pirate with a deep hatred for The Captain, owing to their last encounter in which she sliced off his claw. Saltfeather's plumage has mottled grey specks, and his right claw has been replaced with a fierce, three-pronged silver hook.

Saltfeather has no reason to kill Lorno; he just wants to use the jerbeen to exact revenge on Petra. Once he has lured her close during the hostage exchange, he plans to order his crew to kill her.

The pirates are wary and are carrying lanterns to illuminate the area where the trade will take place. The shadows outside the lantern light are perfect for someone wishing to hide. The party can attempt a DC 13 group Dexterity (Stealth) check to conceal themselves in a formation of rocks overlooking the exchange 60 feet away. They can attempt to conceal themselves closer to the exchange, 30 feet away, by making a DC 16 group Dexterity (Stealth) check. If the party succeeds, the pirates are surprised during the first round of combat. Petra will leap into combat the moment she believes Lorno can be rescued safely. If the pirates are losing the fight, Saltfeather turns tail and attempts to make his getaway with Petra's coin. The other pirates will flee if they see their leader trying to escape.

If the party is successful in saving Lorno, The Captain thanks them heartily:

Petra stands at attention as she and her crew all give you a crisp salute. "Thank you all. You've shown you possess the spirits of true heroes, and I'll not forget what you've done this day. You'll always be welcome at The Crimson Rose."

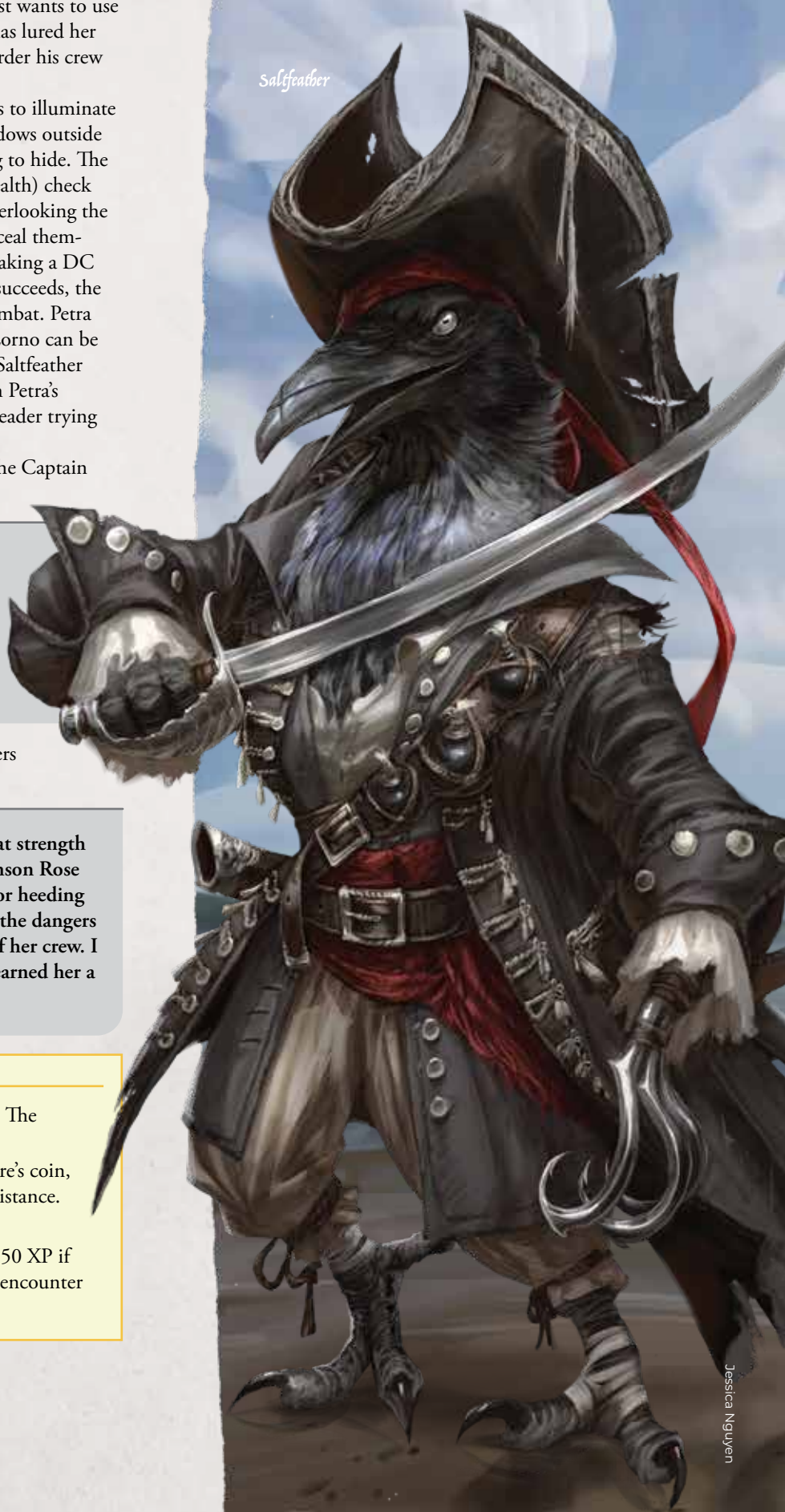
If Petra dies in the battle, Lucas instead offers the party his thanks for their support:

"The Captain was strong, and she gave that strength to everyone around her. We here at The Crimson Rose thank you and offer our sincerest gratitude for heeding The Captain's call for aid. She knew full well the dangers and was prepared to face them for the sake of her crew. I have to believe her unwavering courage has earned her a place at Altus' side."

REWARDS

- The party is awarded one magic item from The Crimson Rose for their service.
- If the party also managed to return the store's coin, each character receives 250 gp for their assistance.
- Award XP as normal for defeated foes.
- Each party member receives an additional 50 XP if both Lorno and Petra returned from their encounter with Saltfeather alive.

Saltfeather



Jessica Nguyen

THE LAST STAND



Located just a short distance off the main road from Alderheart that winds through the forest near Brackenmill, a shabby-looking wooden shack stands among the trees. A weathered, hand-carved sign swings from the shack's awning, emblazoned with the words "The Last Stand."

Woodland supply depots like these are not as popular as they used to be, and the store's age is apparent. Yet this shop contains some of the most valuable items in the Wood for canny customers who don't mind dealing in stolen or smuggled goods. The Last Stand is owned and operated by a reclusive mapach named **Cathus Gright** [he/him], a former member of the Bandit Coalition who now fences valuable plunder for his contacts in the criminal organization. Cathus lives with his ward and occasional helper, a jerbeen child named Finnan Softpad [he/him].

Finnan uses the stat block for a **jerbeen commoner**. He is chaotic good.

CATHUS AND FINNAN

Cathus is a middle-aged mapach with gray-and-black fur tinged with a rusty red undercoat that is beginning to turn white in places. His once-impressive physique has softened somewhat over the years, but his remaining strength attests to his time as an enforcer in the Bandit Coalition. Back then, he was tasked with keeping other Coalition members in line and persuading those harboring notions of deserting to reconsider by force if necessary. Cathus has tried to leave his criminal life behind, but he knows all too well how hard it is to escape the Bandit Coalition. While Finnan idolizes the Coalition as heroes for the humblefolk and defends the organization fiercely, Cathus has seen its darker sides and often vocally disapproves of Finnan's admiration of the Coalition.

Cathus is a gruff fellow. He generally treats his customers curtly unless he is certain they are sufficiently trustworthy to deal in real business. He is canny and suspicious of anyone who enters his shop,

and if he doesn't have confidence in the party's ability to keep a secret, he won't bother to show them his hidden stock.

Beneath his rough exterior, Cathus is simply trying to do the best he can for Finnan. Cathus has enrolled the boy at a schoolhouse in nearby Brackenmill. He also teaches Finnan the honest parts of running a business. Cathus keeps his dealings with Coalition contacts hidden from Finnan as best he can, but the kid is sharp; while Finnan doesn't know enough to be involved, he is nonetheless aware that Cathus is still in contact with the Coalition.

Finnan is a loud, tough-talking jerbeen who has almost reached adolescence, though he still has quite a bit of maturing to do. Finnan has a deep admiration for the Coalition, but this stems more from his idealism than a serious understanding of the organization and its goals. Though he doesn't always get along with Cathus, Finnan does idolize the grouchy mapach. He is always asking questions about Cathus' past with the Coalition, his parents, and what exactly is beneath the trapdoor he knows is hidden behind the till counter. Cathus has only told Finnan that the basement is off-limits, and Finnan's attempts to open the trapdoor on his own have never succeeded.

Finnan is energetic, easily excitable, and always on the move. He doesn't have much respect for authority figures aside from Cathus, which frequently gets him into trouble at school. Nevertheless, Finnan is caring and strikingly earnest. He has a strong conscience that compels him to do the right thing, even if it sometimes leads him astray. When not at school or with his friends, Finnan helps Cathus by cleaning the shelves and arranging stock in the store. He is not normally permitted behind the counter, but Cathus allows the young jerbeen to be there sometimes so he can teach him about handling coin. Finnan isn't shy and will usually loudly share his opinion on customers, much to Cathus' chagrin.

Cathus and Finnan



BACKGROUND

Cathus joined the Coalition when he was an idealistic youngster from the Roots of Alderheart. His position as an enforcer left him with few friends in the Coalition, save for a jerbeen named Durban Softpad. Durban had also grown up in the Roots, in a district known as Pestlehaven, and the two became fast friends, bonding over their experiences. When Liann, a free-spirited jerbeen swashbuckler, joined their gang, Cathus watched as his best friend fell in love. It wasn't long before Cathus was attending Durban and Liann's wedding, and the couple somehow managed to make a life for themselves and have a child while on the road with the Coalition. Throughout all of it, Cathus remained close to the couple. Cathus often visited Liann to deal with chores and help her care for her newborn son, Finnan, whenever Durban was occupied with banditry. Despite the cruelty Cathus witnessed and even wrought upon others in his time as an enforcer, the love and care he saw in Liann and Durban's small family filled him with hope.

One day, while delivering a message on orders from her captain, Liann was captured by the Perch Guard. From loosemuzzled bandits, Cathus discovered that Liann had been set up by the Coalition. The Coalition's spies had learned the Perch Guard had been preparing a trap to capture Liann's unit captain, and Liann had been sent into the ambush instead to take the fall. Cathus reluctantly kept the information to himself, lest Durban do something reckless, but it cost the mapach what little faith he had left in the Coalition.

Not long after, as their unit started to dwindle due to arrests or worse fates, Cathus and Durban were sent out together on raids. A few months later, they were found by the Perch Guard alone, robbing a cart. Durban allowed himself to be captured so that Cathus could escape, but not before making Cathus vow to take care of Finnan. Durban's last words to Cathus were: "Don't let him turn out like us." Upon his return, Cathus attempted to leave the Coalition, assuming that his years of loyal service would allow him to retire quietly. Instead, he was told by his captain, a cruel hedge known as **Aster the Thorn** [he/him], that he would begin fencing stolen property for the Coalition somewhere discreet. Cathus begrudgingly accepted on the condition that Aster promised to leave Finnan out of their business. Aster agreed, knowing he could use Finnan to keep Cathus in line.

Cathus took Finnan on as his ward and has tried to raise the boy in keeping with his promise to Durban. As far as Cathus knows, Finnan has no living relatives besides his parents, who won't be released from Alderheart's prison until Finnan is grown. Cathus hopes he can provide a better life for the boy, but he feels great guilt about his situation. Cathus wishes they could leave for somewhere better, but the risk of such a flight is too great so long as Aster remains.

JUST YOUR AVERAGE STORE

The shack appears to be a single floor, most of which is taken up by an assortment of shelves stocked with basic supplies. By the back wall rests a counter with a till and a sign painted in stiff, red letters, reading, "Ask us about our new stock." A door

to the left of the counter is kept closed during business hours and leads into sleeping quarters with two cots, one of which is strewn with toys.

The Last Stand seems to be an average general store, filled with a rather modest supply of functional—though largely second-hand—items. Characters looking to shop here will be able to find serviceable adventuring gear and common trade goods. Cathus doesn't sell weapons or armor on the main level.

MORE THAN MEETS THE EYE

The Last Stand carries a large variety of stolen items. These are hidden in a storeroom, accessible only by a hidden trapdoor behind the counter. The trapdoor is locked, and Cathus has the only key. Customers aware of the fencing operation must ask about the "new stock" to see what illegitimate goods Cathus has on offer. If anyone new or untrustworthy asks Cathus about this stock, he'll reply, "It's not in yet," in a restrained growl. Characters can attempt a Charisma (Deception) or Charisma (Persuasion) check opposed by Cathus' Wisdom (Insight) check to talk their way into seeing his hidden merchandise. If successful, Cathus draws the curtains, locks the front door, and leads the characters through the trapdoor and down a set of stairs into the lamp-lit basement that contains the items he is currently fencing.

The basement appears empty except for a table solidly bolted to the floor with a few chairs around it. Three of the walls are trick walls, activated by a mechanism hidden under the table. Pressing this button causes sections of the walls to flip up to reveal The Last Stand's inventory of stolen goods.

Two **mapach brutes**, disguised as suppliers, make regular visits three times each week to ensure the merchandise is secure and drop off new merchandise for Cathus to fence. Their schedule is erratic to keep Cathus on his toes. However, in keeping with Aster's agreement with Cathus, they only arrive when Finnan is at school or after Finnan is asleep. Whatever the party's history with the Coalition, the brutes stand down as long as the party is with Cathus. If combat ensues, the Coalition members fight to the best of their ability, but they aren't interested in losing their lives over this job. If one or both of the brutes manage to escape from combat, Aster finds out within a day and arrives with his gang to press Cathus for details of the incident. The brutes report to Aster once every five days. If they miss a meeting, Aster becomes suspicious and will seek out and interrogate Cathus.

BLACK MARKET GOODS

Cathus does his best to find buyers for his items quickly, but the clandestine nature of The Last Stand's operations means he must carefully consider who he can trust with his secret stash. Many items need to be fenced carefully to avoid tipping off the authorities, and some that are actively being searched for need to be kept well hidden. These circumstances mean Cathus' basement is nearly always full, and 1d4 + 1 of his stocked items are magical. Characters can find just about anything in the basement of The Last Stand; you can roll randomly on the **Cathus' Inventory** table for appropriate magic items or decide what he has in stock. All of the magic

items that come into Cathus' possession are either stolen property, smuggled in under the beaks of the Perch Guard, or "donated" by travelers in exchange for safe passage. The items are brought to Cathus by his contacts in the Coalition, so he usually doesn't have a clear idea of what an item is or where it came from. Cathus has a good eye for value, but he will usually sell his wares for less than they would fetch in legitimate shops just to ensure they move. All sales are final, and characters will be told in no uncertain terms that any mention of their business here will attract the wrath of the Coalition.

CATHUS' INVENTORY

d100	Magic Item	Price
01	<i>Glowing ember*</i>	300 gp
02–05	<i>Cloak of spines*</i>	500 gp
06–11	<i>Pipes of the sewers</i>	350 gp
12–17	<i>Staff of climbing ivy*</i>	350 gp
18–23	<i>Slippers of spider climbing</i>	350 gp
24–31	<i>Ring of X-ray vision</i>	800 gp
32–37	<i>Dagger of venom</i>	950 gp
38–43	<i>Vicious weapon</i> (roll a d6 for dagger [1–2], club [3–4], or shortsword [5–6])	950 gp
44–49	<i>Portable hole</i>	900 gp
50–55	<i>Fangs of guile*</i>	1,550 gp
56–61	<i>Cube of force</i>	1,300 gp
62–67	<i>Eye of starsight*</i>	1,500 gp
68–73	<i>Cogwork wings*</i>	1,200 gp
74–79	<i>Cape of the mountebank</i>	1,500 gp
80–85	<i>Sword of sharpness (shortsword)</i>	1,500 gp
86–91	<i>Saber of unity*</i>	1,500 gp
92–94	<i>Feather robe*</i>	2,350 gp
95–97	<i>Deck of many things</i>	2,000 gp
98–99	<i>Holy avenger (rapier)</i>	2,400 gp
100	<i>Shroud of Ending*</i> (mislabelled as a robe of stars)	2,500 gp

HOT ITEMS

Some of the stolen goods that fall into Cathus' hands are still being sought by their former owners. Cathus is eager to get these items out of his inventory and will sell them for half their listed price in the **Cathus' Inventory** table. Despite the discount, they come at the cost of painting a target on whoever purchases them. Cathus will keep this information to himself lest it spoils a sale.

When a character purchases an item, you can choose to have it be "hot." If you do, roll secretly on the **Hot Items** table or choose who is looking for the object. These items should cause issues for players somewhere along their adventure, as whoever is searching for the item will begin to pursue it as soon as they receive word that it has come into a character's possession.

HOT ITEMS

d8 The item is sought by...

- Multiple parties. Roll twice on this table, rerolling 1s.
- 3 A powerful bandit lord has caught wind of the item and is looking to take it for selfish gain.
- 4–5 A valiant hero wishes to see the item returned to the place from whence it came.
- 6–7 The item was stolen from a wealthy noble's collection. The noble has hired experienced bounty hunters to retrieve it.
- 8 The item has been magically tied to a legendary entity of great malice that requires it to restore its faded power.

QUEST: CHAINED TO THE PAST

In this side quest, characters will be able to explore Cathus' dark past and have a chance to help him come to terms with it. This is best suited to a party that has had a few interactions with Cathus and has seen the relationship between him and Finnan once or twice while in his shop.

Owing to Cathus' caution and lack of faith in others, it may take a while for him to open up to the party. If they have gained renown throughout the Wood as heroes, Cathus simply tells them about his problem in the hopes they might offer to help after hearing of his plight.

Cathus is nursing a half-empty bottle of cheap ale when you walk in. He sways unsteadily as he walks, addressing you with a finger to his lips. "Shh...the lad's asleep." An unspoken burden seems to weigh heavily upon him.

At this point, whether or not Cathus continues his tale depends on his attitude toward the party. If Cathus doesn't know the party members are reputable heroes but has done business with them before, or if he has reason to believe they are trustworthy individuals, a character can attempt a DC 12 Persuasion check to convince Cathus to speak to them about what has him troubled.

On a failure, Cathus simply insists they leave before they wake Finnan. Otherwise, he continues.

Cathus sighs, taking the last swig of his ale. "Ye know, I wanted to go straight, give the boy a shot at a proper life. But ye don't leave the Coalition that easy." Cathus gives a rueful laugh. "I shoulda known that; I broke enough kneecaps for 'em over the years! Somehow I still thought I could get away clean, y'know? As a thanks for doing any rotten thing they'd ask fer. Heh, ain't no honor 'mong thieves, eh?" Cathus slumps, looking darkly at the floor. "I deserve this. I know that. But the kid? I owe him a fresh start. I wish I could fight back, for his sake."

Cathus explains the situation: His old captain, Aster the Thorn, is preventing him from leaving the Bandit Coalition behind and leading an honest life. If Cathus tries anything, Aster will make sure he regrets it by going for Finnan first. Cathus doesn't think even someone as awful as Aster will hurt a child, but the captain wouldn't hesitate to bring Finnan into the Bandit Coalition, something Cathus vowed to prevent.

Still, Cathus can't keep this up. Aster and his crew keep taking bigger cuts of The Last Stand's profits—even the legitimate sales—and it's hard enough to feed and clothe

Finnan as it is. Recently, the gang has also been demanding that Cathus hold onto more and more stolen goods, which are already hard to move. If the items are discovered, Cathus will go to prison, and Finnan will likely end up joining the Coalition anyway. Cathus can't see a way out. A party of adventurers, however, could help him. If Aster and his group were out of the way, Cathus is certain he could get himself and Finnan well hidden far away from here before the Coalition noticed.

CUTTING TIES

Cathus lets the party know that Aster and his gang make camp in the forest around a stretch of road to the northwest of Brackenmill, near where the path splits into three. The camp covers a 60-foot square area and has a 15-foot tall wooden watchtower with a 20-foot wide covered platform on top. In the center of the camp are four tents, the largest of which belongs to Aster. It contains a map of the area on a folding table, a large wooden chest, and a bed. The other tents simply contain bedrolls.

The bandit gang consists of:

- ♦ two **mapach thugs**
- ♦ two **jerbeen thieves**
- ♦ two **vulpin spies**
- ♦ **Aster the Thorn**

The mapach thugs sit together in the watchtower (granting them half cover) and have their heavy crossbows at the ready in case anyone approaches. The jerbeen thieves keep watch for intruders, and each has a signal whistle they can use to rouse the camp. The spies serve as Aster's personal guard and are always at his side.

The easiest and surest way to solve Cathus' problem is to defeat Aster and his goons. If the party tries to reason with Aster, however, they find him difficult to persuade. While he isn't keen on making any deals with the party, he is at least willing to listen to their offer, as long as they aren't known enemies of the Coalition. Aster is making too much money from Cathus' operation to accept a simple bribe. Still, a clever party could attempt to trick him with the offer of a better opportunity for making money elsewhere or offer to take over operations here in Cathus' stead. Aster is no fool, and either offer requires a character to succeed on a DC 18 Charisma (Deception) or Charisma (Persuasion) check. If Aster agrees to any deal, he lets them know, in no uncertain terms, that if he finds they have cheated him, Cathus will be made to pay for it.

Though the party may read this as an empty threat, Aster keeps documents containing information about Finnan's family

securely in his tent. The hedge knew that Finnan's mother, Liann, had family in the Trunk this whole time, something Aster kept secret from Cathus. Ever since Finnan's parents were imprisoned, the hedge captain has been running a protection racket using this information, threatening Finnan's safety if his relatives refuse to pay a monthly sum. If Aster is left free, he may seek to kidnap Finnan or his remaining family to draw out Cathus.

When news of Aster's defeat (or another clever resolution) reaches Cathus, he expresses that he honestly wasn't sure the party could succeed. If the party volunteered to take over fencing Aster's stolen goods, Cathus laments that it came to this, but he thanks them all the same. He immediately collects Finnan and starts packing for their departure to an undisclosed destination in the Wood. If the party found the documents about Finnan's family, Cathus instead accompanies Finnan to the Trunk in Alderheart, where he plans to set up an honest store in the market and help the boy reconnect with his mother's family. Either way, Cathus offers the following parting:

"Thanks. I mean it. Ye gave me a second chance, and I'm gonna do things right this time around."

REWARDS

- ♦ Award XP as normal for defeated foes.

If the party defeats Aster and the bandit gang, they find the following rewards:

- ♦ The chest in Aster's tent contains 250 gp.
- ♦ A table inside Aster's tent contains documents and ledgers which detail his protection racket and reveal the location of Finnan's relatives in the Trunk.
- ♦ The party is free to claim Aster's barbed longsword if they defeat him. Treat this item as a vicious longsword, except that it is not magical.
- ♦ Cathus now has a lot of illicit goods to dispose of before he can truly go straight, and he wouldn't mind if the party helped themselves to a few items as thanks.

If the party resolves the situation without defeating Aster and his gang, Cathus presents them with his barbed shortsword, mentioning they should keep their wits about them, as Aster will seek revenge. Treat this item as a *vicious shortsword*, except that it is not magical.

If the party managed to trick Aster, Cathus suggests they help themselves to an item or two from his inventory. Should Aster learn of this, he will hunt down the party to retrieve "his" items.

If the party took over for Cathus, The Last Stand could end up becoming a base of operations for the party, and should their renown grow, Aster may try to intimidate or deceive them into doing favors on his behalf. If the party leaves the store, it's their responsibility to pay someone to watch the shop in their stead, or they risk Aster's wrath.



ZEPHYR & CO.

Just outside the main circle of vendor tents and stalls that comprise the Canopy Market in Alderheart stands a large, two-story building nestled within the foliage. This stately structure is Zephyr and Company Fine Imports and Luxury Goods, known throughout the Wood as Zephyr & Co. Owned by the distinguished Windsweft family, Zephyr & Co. is renowned as a purveyor of fineries and is a veritable institution within the Great Tree City. The fashions, imports, and finely crafted art objects displayed here reflect the hottest trends and the most luxurious lifestyles of Alderheart's social elite. Nobility, city officials, magnates of trade and industry, and other high-society perch dwellers count themselves among Zephyr & Co.'s illustrious clientele. Zephyr & Co. sells the finest goods, and those looking for bargains know to shop elsewhere, as this store caters only to the most affluent tastes.

ZIFA FREEWIND

Zephyr & Co.'s reputation as the preeminent store in the Wood is due to the stewardship of its star manager, **Zifa Freewind** [she/her]. An enterprising and enchanting *sera luma*, Zifa has been entrusted by the Windswefts with all major decisions in the store as well, as smaller logistical concerns relating to staff and inventory. When she isn't personally seeing to the needs of her most important clientele, Zifa can usually be found flitting about with a notepad, busily preparing for the next season's arrivals.

Prior to being employed at Zephyr & Co., Zifa used to be a servant at Windsweft Manor, and before that, she was an impoverished trunk dweller, though the latter fact is a well-kept secret. Zifa has worked her way up from nothing, and she flaunts her refined manners and excellent sense of style as a way of distancing herself as much as possible from her former life. She is keenly aware of the debt she owes to the Windswefts. Both her sense of personal pride and her desire to please her benefactors have led to her working tirelessly to improve Zephyr & Co. Zifa is also well paid for her efforts, and she wishes to save as much coin as possible to ensure she and her mother need never worry about returning to a life of poverty. Her financial success has even allowed her to support her aging mother with a comfortable home in the Canopy. Zifa has run the store for five years now and has accrued a great deal of experience and a keen sense for business.

The events of Zifa's past have left her with a sense of superiority stemming from her success. Living in poverty taught her that not everyone in the world can succeed, so she cut ties with everyone in her old life except for her mother, believing that they would only hold her back. As someone who built herself up from nothing, she has no patience for people who don't meet the high standards she sets for herself and her clientele. Zifa makes people who appear unable to afford her wares feel unwelcome in the store, and she insists they only return once they have made something of themselves. Although she takes pride in how far she's come, she keeps her past as a Trunk urchin under wraps for fear of how it would reflect on

both her business and her employers. Zifa is adept at becoming the center of attention in any situation, and she is equally capable of convincing displays of deference and humility when necessary.

ZIFA'S BACKGROUND

Zifa grew up in an impoverished area of the Trunk beneath the Bright Hollows with her mother, a seamstress who struggled to make ends meet. Zifa knew from a young age that she needed to help her mother for the two of them to survive, so she worked any odd job she could find, despite having little skill. She eventually turned to thievery out of desperation and was caught by a hedge street musician named **Moonflower Mosswell** [she/her]. Instead of turning Zifa in, Moonflower hired her. She found that Zifa had an incredible voice, and she began to train the young luma to perform alongside her. It was the first job Zifa managed to keep, and although she never made much, the small share she took home helped a great deal.

One day, Zifa's performance was overheard by Abel and Aria Windsweft, the heads of their illustrious noble house. The Windswefts were enchanted by the young girl and were so moved by her plight that they offered Zifa and her mother jobs as servants in their manor. The pair worked for the Windswefts for years, and Zifa was educated in manners, etiquette, and proper ways to behave around the upper class. She was precocious and learned much from the nobles while serving at galas and banquets held by the family.

As time went on, it became clear to the Windswefts that Zifa was being stifled in her position. She had a talent for numbers and organization, which led to Zifa taking over management of the other servants, as well as many housekeeping responsibilities, including making necessary purchases for the estate. Recognizing her talent, the Windswefts asked her to assist in the stockroom at Zephyr & Co., one of the family's stores that was struggling at the time. Zifa found that her work for the store was more fulfilling than working as a servant, but she felt guilty for wanting to leave her position at Windsweft manor. The Windswefts noticed, and rather than waste her talents, they encouraged Zifa to pursue full-time employment at the store.

In a short time, thanks to her hard work and skill, Zifa earned a promotion to store manager, where her insights helped the struggling store blossom into what it is today. Zifa is forever grateful to the Windswefts. She cares deeply for her work and has made it her personal mission to make the store as successful as possible.

SIMPLY EXTRAVAGANT

The building which houses Zephyr & Co. is largely made of limestone from the Talongrip Coast, and it has been fitted with a roof thatched with expertly crafted clay tiles. Zephyr & Co. has two floors connected by a spiral stairway shaped from a part of Alderheart. An immaculate, polished granite floor was built around the living wooden stairway to connect with it as naturally as possible.

At the entrance to the store, customers are greeted by a clerk. They then enter to the right of a long polished counter,

behind which another clerk works the till. Jars filled with tea leaves are lined up on shelves behind the counter alongside rows of floral extracts and essential oils from places as distant as the southern jungles of the Tanglewilds.

The counter stands at one end of a large, open show floor where extravagant art objects are displayed in gilded cases, some containing wondrous magic. On the other end of the show floor, bottles of wine are stocked on shelves built into the wall. Furnishings are also on display here, both crafted by local artisans and imported from the workshops of famed carpenters from the faraway forests of Timberfell.

A large display window at the front of the main floor features a selection from Zephyr & Co.'s wide variety of wares, focusing on the priciest and most en-vogue of their catalog. These displays are updated regularly and decorated to match the season. Zifa insists they keep the window looking fresh and in touch with current trends in the Canopy.

The upper level contains a spacious show floor devoted to fine jewelry and clothing. Any magic items displayed here are shown in special display cases. Clothing is presented on racks, and beautifully carved wooden mannequins showcase exciting ensembles. These are changed frequently at Zifa's discretion to suit the season's latest styles.

The upper levels also contain offices of a jeweler and a tailor. The store's tailor, a huden gallus called Brant Whistlewell [they/them], operates on-site to make adjustments and take bespoke orders for nonmagical garments. A velvet curtain behind the tailor's counter leads to a small fitting room that is used whenever they need to make alterations to a garment or take a customer's measurements.

The jeweler, a fastidious raptor named Pipkin Tapp [she/her], can appraise jewelry according to the value of its composite stones and minerals, as well as the level of craftsmanship. Pipkin is also responsible for appraising and purchasing suitable magic items brought into the shop, as she is sufficiently trained in magic to identify such items. She can make adjustments to jewelry and craft custom settings for customers willing to pay the extra coin.

A MARKET FIXTURE

Zephyr & Co. was first established by the Zephyrs, an enterprising family of textile merchants, over a century ago. Nearly four decades later, it was purchased by the Windswefts, who were looking to own a stake in Alderheart's thriving marketplace. The store has remained under their ownership ever since. Zephyr & Co. has long been a fixture of the Canopy Market, although, in the last decades, its reputation suffered greatly, and public opinion held that the store had become a thing of the past. However, thanks to Zifa's management, the store has seen a resurgence in popularity, and it is currently seen as the place to shop among high society perch dwellers.

Zephyr & Co. has always been known for selling fine clothing, jewelry, and accessories. However, under Zifa's stewardship, Zephyr & Co. has been revitalized and expanded as a shop catering to the lifestyles of the wealthy elite. Zifa has leveraged the Windswefts' merchant connections to find importers of wine, tea, plant extracts, and imported rare goods.

Zephyr & Co. has also begun importing art and furnishings from around the Wood and beyond. In addition to rare spices, expensive fabrics, and fine clothing, Zephyr & Co. has the items listed on the **Luxury Goods** table available for sale.

LUXURY GOODS

Item	Cost	Weight
Elderberry everwine	25 gp	2 lb.
Noble's jewelry	150 gp	1 lb.
Perfume	20 gp	—
Tea	5 gp	per 1 pound

Elderberry Everwine. This fine everwine is made from elderberries specially cultivated by forest vintners. It is highly prized among the Alderheart elite for its heady bouquet and dry sweetness.

Noble's Jewelry. A set of designer jewelry is fit to adorn any high-society socialite. When worn with a set of fine clothes, it allows you to pass for a noble. The jewelry can be custom made, in which case it costs an additional 10 gp.

Perfume. This aromatic liquid is made from rare ingredients, including floral extracts, wakewyrm ambergris, and essential oils. When daubed lightly on the skin, fur, or feathers, it leaves you smelling pleasant for 8 hours. It comes in a small, stoppered crystal vial containing 20 uses.

Teas. High-quality tea leaves, dried and ready to brew.

DESIGNER FASHIONS

Zephyr & Co. sells garments designed by well-known tailors throughout the Wood. Each outfit costs 30 gp, twice as much as a normal set of fine clothes, and is guaranteed to allow anyone who wears it to look the part of a high-society perch dweller. Players can select which brand they would like to buy from those listed on the **Designer Fashions** table, or you can roll randomly to see what Zephyr & Co. has in stock.

ENCHANTED LUXURIES

The rarer magic items obtained by Zifa were all purchased directly from trusted enchanters in the Avium, Alderheart, and other parts of the Wood. Each purchase comes with a certificate of authenticity: a smooth vellum scroll that describes the object and its properties in detail, sealed with the shop's emblem. Zephyr & Co. usually has only 1d4 of these precious wares in stock at any given time.

You can roll randomly on the **Zifa's Inventory** table for appropriate magic items or decide what Zifa has in stock. Magic items sold at Zephyr & Co. include garments, jewelry, or luxury goods that look elegant on display. Zifa knows that her competitors inflate the price of their wares, and she does the same. If anyone asks about the cost, a clerk happily explains that the high prices are due to the fact that Zephyr & Co.'s magic items are verifiable, authentic, and crafted by skilled local artisans.

DESIGNER FASHIONS

d10	Designer	Description
1	Renell's	Made by Agustin Renell, a reclusive vulpin designer known for his bold fashions and an eclectic sense of style that breaks from tradition.
2	Jonquil	An established name in Alderheart, the Jonquils are a noble family of hedge tailors specializing in fashionable clothing for humblefolk.
3	Nightsong	Clothing designed by corvum fashion-ista Aliselle Nightsong, famous for her stylish and audacious evening gowns. Her seasonal offerings are a must for any gala-going Alderite.
4	Lord and Lady	A reputable brand of high society clothing, well made and tailored to the fashions of the day. A safe choice for conservatively minded gentlefolk.
5	Thistledown	A brand known for airy garments made for both style and comfort, Thistledown is the brand of choice for birdfolk who wish to look good while gliding.
6	Highfeather	This respectable brand caters exclusively to those who need ensembles that are as well-suited to soirees as they are to official functions.
7	Juniper	The work of designer Juniper Henshaw, an aged jerbeen artisan whose spring and summer fashions are always in demand.
8	Sharp's	Strig tailor Avern Sharp makes high-fashion outfits tailored for mages and scholars. He has a lifetime contract with the Avium to design their official garments.
9	Fireweave	A collection of lavish, sometimes gaudy-looking high fashions by various designers. Its name comes from the fire of Gesme, which is said to have given rise to the truly unique creations sold under this brand.
10	Breezeway and Sons	The brand of a family of luma tailors, also owned by the Windswepts. Their styles aren't as daring as others, but they are a good choice for fashion-conscious Alderites who wish to look neither too audacious nor too dull.

ZIFA'S INVENTORY

d100	Magic Item	Price
01	<i>Crown of daffodils*</i>	450 gp
02–05	<i>Pearl of power</i>	600 gp
06–11	<i>Cloak of spines*</i>	800 gp
12–17	<i>Eyes of charming</i>	500 gp
18–23	<i>Ring of plant-speech*</i>	450 gp
24–31	<i>Wind fan</i>	500 gp
32–37	<i>Ring of spell storing</i>	1,200 gp
38–43	<i>Eye of starsight*</i>	2,000 gp
44–49	<i>Necklace of fire-balls (7 beads)</i>	1,500 gp
50–55	<i>Fangs of guile*</i>	2,500 gp
56–61	<i>Band of fruitfulness*</i>	2,500 gp
62–67	<i>Cloak of displacement</i>	3,000 gp
68–73	<i>Ring of evasion</i>	3,000 gp
74–79	<i>Wings of flying</i>	4,000 gp
80–85	<i>Ring of shooting stars</i>	3,500 gp
86–91	<i>Robe of scintillating colors</i>	4,000 gp
92–94	<i>Feather robe*</i>	4,500 gp
95–97	<i>Robe of stars</i>	4,500 gp
98–99	<i>Scarab of protection</i>	5,000 gp
100	<i>Egg of rebirth*</i>	5,500 gp



QUEST: A MATTER OF REPUTATION

In this side quest, characters have the opportunity to help Zifa avoid a social scandal and perhaps reconnect with a figure from her secret past. This is best suited to a party that has had at least one encounter with Zifa while visiting her shop, especially if she knows of them as the “Defenders of Alderheart.”

As the party enters the shop, Zifa appears to be distracted by something. Eventually, she approaches the party and creates an opportunity to escort them into her office in the inventory room behind the till counter. She locks the door before speaking, addressing the party curtly.

“Loath as I am to admit it, I am in need of your help. A few days ago, I received a bundle of letters sent directly to the store’s mailbox. Now, before I go any further, I must have you swear never to repeat anything I am about to tell you.” Zifa pauses, measuring your reply.

Zifa doesn’t continue unless the party manages to convince her of their competence and trustworthiness. If the party has achieved renown in Alderheart as heroes, Zifa presumes they can be trusted. Otherwise, success on either a DC 13 Charisma (Persuasion) or DC 17 Charisma (Deception) check is required, depending on the tactic chosen by the party. On a failure, Zifa turns up her beak and shows her exasperation.

“Of course you can’t be trusted. This matter is far too important for such a shabby group of vagabonds. I shall seek proper assistance. Good day!”

If the party succeeds, Zifa continues.

“The letters are blackmail. I would rather not discuss this, but since you must know in order to fully grasp the import of this slander: I was exceedingly poor during my youth. Hungry and desperate, I had to steal to survive. The Windsweft family found me, a mere urchin, and offered me and my hardworking mother a chance to serve first in their noble house then here at Zephyr & Co. I worked in the Windsweft manor for many years before I rose to my current position. The blackmailer reveals my sordid past and has forged documents “proving” I stole from the Windswefts during my time at the manor. Utter lies, all of it. However, my past is a well-kept secret. If word of it spreads to my customers, the scandal would ruin me, to say nothing of the trouble it would cause the Windswefts! Needless to say, I am taking a risk trusting you with this. Should you decide to help me, I will ensure you are rewarded handsomely for your efforts. If not, I only ask that you keep this matter to yourselves.”

THE BLACKMAILER’S PLOT

Zifa produces a bundle of five opened letters and places them on her desk for the party to examine. Inside are records of purchases that appear to prove she was stealing money from the Windswefts during her time working for them as a servant, detailed witness accounts of her thievery during her youth, and an anonymous missive addressed to Zifa stating that word will be sent to the Windswefts, along with every other noble family in Alderheart, should she fail to pay a sum of “10,000 allers” (Alderheart slang for gold pieces).

This is a plan hatched by **Moonflower Mosswell**, the hedge whose vocal training helped first bring Zifa to the notice of the Windswefts. Moonflower never gained the same level of success as Zifa, and in her jealousy, she has concocted a plan to squeeze money out of her former protege.

Players can examine the letters for evidence. A successful DC 16 Intelligence (Investigation) check reveals the official documents are high-quality forgeries. They are so high-quality, in fact, that only a handful of forgers in the city would be able to achieve this level of imitation. Services like this are hard to come by, but Zifa could point the party to investigate the Trunk Market. If the party spends some time quietly asking around for a quality forger with a successful DC 14 Intelligence (Investigation) check, they are led toward a cartographer’s shop run by a well-to-do **corvum assassin** named Kisa Gloomgall, who performs such favors for those willing to pay the price. She forged the documents for Moonflower in exchange for a cut of her ransom, but she only reveals this information to the party for a bribe of at least 500 gp. The party can attempt to persuade, intimidate, or otherwise trick her into revealing her client, but if they threaten her, she is prepared to defend herself and will flee to protect her life and the secrets she holds.

The paper and the ink used to write the blackmail letter are of lower quality, the kind that would more commonly be found in the Trunk Market. There is also a distinct scent of hyacinth on both the letter and the forgeries. The smell comes from a perfume used by Moonflower that the party could recognize if they got close enough.

Moonflower herself is not hard to find—she is a fixture in the Trunk Market, where she performs with her harp every day. She is accompanied by a troupe of performers, which includes:

- ♣ Piper Tenderfoot [she/her], a **jerbeen thief** lute player
- ♣ Rolan Duskflame [he/him], a **corvum songweaver**

If cornered, Moonflower and her band attack. The jerbeen and the corvum defend Moonflower resolutely as she is their mentor and friend. The party can convince Moonflower to leave Zifa alone by defeating her, or they can try to reason with her. Moonflower simply wants to provide for her new proteges, and she feels hurt that Zifa left her behind after her big break. If the party relays this to Zifa, they find that Zifa’s disposition softens somewhat.

“Hmph, I was so young back then. To my eyes, Moonflower was already so successful. I thought she had everything she could want...”

Zifa looks off wistfully for a moment before turning and addressing the party in her usual clipped tone.

“Tell Moonflower I will send a valet to the Trunk Market to collect her presently. She will need to be properly cleaned up first, of course. I have a proposition that should present her troupe with an opportunity for work and a place to stay. Talented performers can always find patronage among the gentry... provided they have the right connections, of course.”

Zifa hastily scrawls a missive containing the details for the party to deliver to Moonflower. She instructs the party to return for their reward after they have delivered the letter.

Zifa rewards the party even if they simply manage to run Moonflower and her troupe out of Alderheart. In this case, she does not offer any further comment on the matter besides her heartfelt thanks.

REWARDS

- The party may choose one magic item from Zifa's shop as a reward.
- Each party member also receives a complimentary outfit by Breezeway and Sons as thanks.
- Award XP as normal for defeated foes and an extra 50 XP to each party member if they managed to reconnect Moonflower and Zifa.





TRAVELING MERCHANTS

Whether they sailed a lengthy voyage from faraway ports or crossed through the western Horned Ridge mountains, folks from all over Everden can be found seeking their fortunes in Humblewood. The two traveling merchants listed here can appear anywhere in the Wood. Each one is a member of a new race, hailing from a foreign land. A brief description of each new race is included in their entries for reference.

HANNU'S PROVISIONS

Capran **Jonall Hannu** [she/her] is a middle-aged merchant who hails from the western land of Firnveldt. She treks across the mountains to Humblewood every few years during the spring and summer months to peddle her wares, which consist mainly of wilderness survival and exploration equipment.

Jonall chose to become a traveling merchant to see far-off destinations and has since journeyed the length and breadth of the continent. Though never formally schooled, she became a veteran explorer and an expert on many locations across Everden, entirely through her own willingness to learn. Over the years, she has recorded her journeys in impeccably detailed traveler's guides, which she prints and sells for a modest price.

Thanks to her time on the road, Jonall is in excellent physical condition, and her extensive experience has given her an eye for assessing both the quality of merchandise and the character of her patrons. Her rustic manners may come across as rather rough, but her bluntness comes from a place of honesty, and many of her customers with a similarly straightforward outlook appreciate her forthrightness.

THE CAPRANS

Caprans are a goat-like folk who hail from Firnveldt, a land to the west of Humblewood, beyond the mountains of the Horned Ridge beyond the Scorched Grove. Firnveldt consists of vast plains, high peaks, and boreal forests. The winters there are harsh and can last from what would be mid-autumn to early spring in the milder climate of Humblewood. Caprans have adapted to life in the cold mountains and great steppes, and they possess an uncanny surefootedness on rocky cliffs. An old legend states that caprans are distantly related to the cervans of Humblewood and followed their Amaranthine, Argghan, across the mountains. There, caprans were given unique gifts to survive in their new home.

BACKGROUND

During her childhood, Jonall lived in Firnveldt on the vast plains of the Gargan Steppe. Her family is a clan of steppe nomads, the Hannu, who travel seasonally across these plains. The clan lives in harmony with a herd of giant bison-like creatures called gargaths protecting the herd from danger, caring for the sick or injured among them, and shepherding them to the best grazing areas throughout the year. In return, the Hannu harvest milk from the gargaths and shear their thick winter coats in the spring to make warm clothing and blankets.

Jonall's mother and father led the Hannu. They traded with nearby towns and villages to obtain supplies for journeys to more remote parts of the steppe. These new places, filled with diverse peoples and differing ways of life, intrigued Jonall from a young age. This passion for discovery was fueled by Jonall's eldest brother, who taught her to read. Together,

through books, they learned about the wondrous places beyond the vast plains of their home and planned to travel the world together. However, one year at the height of summer, a deadly plague known as “the languishing” spread throughout the Hannu camp. While the young Jonall survived, many, including her brother, did not. The loss devastated Jonall, but it drove her to pursue her dream of traveling the world.

Jonall has spent years living on the road, never staying in one place for too long, as her wanderlust and explorer’s spirit drive her onward. She occasionally returns to her home on the steppe to visit, sharing tales of her adventures with her clan. Though her parents have since passed away, Jonall’s sister, Tashun, took over the leadership of the Hannu clan, and the two remain close.

Some of the wares Jonall carries were purchased from her clan’s craftspeople. She is proud of all that she sells, and she hopes that her stories will help inspire others to one day set out on journeys of their own.

BELLO

Jonall travels the land with her faithful companion and friend, Bello, a **gargath**. She has known and cared for Bello ever since he was a calf. When Jonall decided to strike out on her own, the clan considered it fitting that Bello accompany her.

Bello’s immense size makes it possible for him to carry Jonall’s supplies and wares in a hut on his back. In exchange for his friendship and service, Jonall keeps Bello groomed, fed, and sheltered. The pair regularly camp together beneath a large canvas tent stored in the hut. Bello is very protective of Jonall, and he enjoys the new sights, sounds, and smells of the places they visit together.

JONALL’S HUT

Jonall carries everything she needs to set up her store tent, Hannu’s Provisions, in a solidly constructed wooden hut made to sit on the back of a gargath. This traditional design is used by the nomad clans of the Gargan Steppe to carry their supplies and possessions over vast distances. The hut is fitted

with a set of large wheels, which help the gargath support its weight, and a pair of supports which, when deployed, allow the hut to stand on its own and the gargath to walk out from under it.

A small trapdoor underneath the hut, accessed with a ladder, serves as the primary entrance. Jonall uses her hut both as a stock room and a place to store provisions for herself and Bello. The hut also contains her sizable store tent, as well as banners, small tables, and a sturdy wooden chair.

READY FOR ADVENTURE

Hannu’s Provisions caters to explorers and adventurers, and Jonall keeps her shop well stocked with items useful for traveling around Everden. Characters will be able to find any kind of adventuring gear here, especially lanterns, camping supplies, and rations suited for long journeys. Jonall also keeps a small supply of weapons, as such journeys can easily lead a traveler into danger. While players can find any simple weapon in Jonall’s store, there is only a 40 percent chance that she will have a martial weapon. It’s rare to see Jonall carrying weapons with the heavy property or weighty suits of armor, as these will only slow a traveler down. In addition to these wares, Jonall has the items listed on the **Exploration Gear** table for sale.

EXPLORATION GEAR

Item	Cost	Weight
Beast whistle	20 gp	—
Clothes, gargath wool	10 gp	8 lbs.
Lantern, traveler’s	12 gp	1 lb.
Steppe rations	25 gp	1/2 lb.
Traveler’s guide	25 gp	2 lbs.

Beast Whistle. This bone whistle is carved in the shape of a gargath. When blown, it produces a high-pitched sound that can only be heard clearly by certain creatures. When you blow this whistle, any beast within 100 feet of you that hears it can discern its distance from and direction to you. Friendly beasts can be trained to understand signals given with this whistle, and if you spend at least 24 hours training a friendly beast in this way, you can use it to deliver coded instructions to a trained beast within the whistle’s range.

Clothes, Gargath Wool. These items of warm, heavy clothing from the Gargan Steppe are made of spun gargath wool lined with coarse fur. When worn, these clothes allow you to remain comfortable in temperatures as low as -50 degrees Fahrenheit.

Lantern, Traveler’s. This compact hooded lantern features a large metal ring on its top, allowing it to be affixed to a belt, sash, or similar article of clothing while still providing light. The lantern sheds bright light in a 15-foot radius and dim light for an additional 15 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

The Beautiful Bello



Steppe Rations. These small rations are made of smoked plants, dried berries, ground nuts, and honey, baked into a chewy bar. Though not sufficiently filling for a day of travel, a bar will stave off hunger for 2 hours. These rations are spiced in such a way that they warm you from the inside out. When you eat a bar, you gain resistance to cold damage for 1 hour. You can only benefit from this effect for 1 hour per day.

Traveler's Guide. These handy books contain detailed information on a single large city or notable destination chosen by the GM. Most of these guides were written by Jonall, though some were written by other notable explorers. A traveler's guide allows you to add your proficiency bonus to any Intelligence checks you make related to the destination it details.

SPECIAL SUPPLIES

Jonall has 1d3 magic items in her inventory at any given time. These are rare acquisitions she obtained during her travels. You can roll randomly on the **Jonall's Inventory** table for appropriate magic items or decide what she has in stock. Jonall primarily sells to explorers and adventurers, so she prefers to stock smaller, portable items which are easily carried by travelers and don't take up too much room in her hut. Owing to her straightforward and honest nature, Jonall sets fair prices for these special supplies, and she will barter for a magic item if a character makes her a reasonable offer.

JONALL'S INVENTORY

d100	Magic Item	Price
01	<i>Rope of climbing</i>	350 gp
02–05	<i>Belt of the weald*</i>	400 gp
06–11	<i>Boots of the winterlands</i>	700 gp
12–17	<i>Antlers of the true path*</i>	500 gp
18–23	<i>Staff of climbing ivy*</i>	400 gp
24–31	<i>Ring of warmth</i>	350 gp
32–37	<i>Gloves of swimming and climbing</i>	350 gp
38–43	<i>Goggles of night</i>	350 gp
44–49	<i>Figurine of wondrous power (ivory goats, only sells the goat of traveling)</i>	500 gp
50–55	<i>Immovable rod (two, sold as a pair)</i>	700 gp
56–61	<i>Bag of holding</i>	350 gp
62–67	<i>Ring of the sky hunter*</i>	1,200 gp
68–73	<i>Handy haversack</i>	1,000 gp
74–79	<i>Ring of the ram</i>	1,200 gp
80–85	<i>Wand of enemy detection</i>	900 gp
86–91	<i>Band of fruitfulness*</i>	1,000 gp
92–94	<i>Pathfinder's pebble*</i>	1,200 gp
95–97	<i>Ring of free action</i>	1,500 gp
98–99	<i>Flame of ingenuity*</i>	2,000 gp
100	<i>Carpet of flying</i>	2,000 gp

QUEST: THE TRAVELING PLAGUE

The characters find Jonall distressed about a terrifying rumor she's heard in her travels, and they have a chance to help ease her troubled mind by investigating it. This quest is best suited to a party that has had at least one encounter with Jonall before.

Jonall seems uncharacteristically distressed when they find where she has just set up shop. At first, she doesn't wish to speak about her concern. However, if pressed, she relents and tells the party what is bothering her.

"My last customer told me a rumor about folks falling ill in a village not far from here, and I can't get it out of my head. They said the sickness came swiftly, that it causes a strange fatigue that lasts for days, and that it's spreading rapidly." Jonall looks away and then continues grimly, "This sounds too much like the languishing sickness that ravaged my clan and took my brother from me. I can't leave this alone, but just thinking about going there myself makes me freeze. Please, if this is the languishing, then there are steps to slow the spread that healers need to know about. Can I count on you to help me find out what's happening over there? I'll gladly reward you for your efforts... I only hope I'm wrong about the sickness."

If the party agrees to help, Jonall provides them with a large satchel of herbs that smell faintly minty. This mix of dried firnflowers, rhonasblade nettles, and king's wreath leaves can be brewed into a tea that will help abate the symptoms of the languishing and slow its progression. These herbs are native to Firnveldt, and Jonall carries them with her as a precaution. Jonall is prepared to head back to Firnveldt to obtain more herbs if the languishing sickness is truly to blame.

MYSTERY IN THE VILLAGE

This quest takes place in a small forest village consisting of a few houses standing in a clearing. When the party arrives, they can learn that the plague started only a week ago and that a traveling apothecary calling himself Fibble the Meek has thankfully already arrived with medicine to treat the sick. At 50 gp per vial, each only enough to treat one patient, the cure is unreasonably expensive. According to this apothecary, however, if the villagers don't act soon, the sickness will likely be fatal. The apothecary is actually **Spleck Smandra** [he/him] (see **Spleck Smandra's Wagon of Worldly Wonders**), a con artist who has paid a group of forest brigands to repeatedly dump a mild poison into the local well so he can trick villagers into buying his "miracle cure." In reality, the cure he is selling is simply the poison's antidote.

If the party administers the tea provided by Jonall to any ill villagers, they will find that it appears to have no effect on the patient's symptoms. Anyone who succeeds on a DC 15 Wisdom (Medicine) check to examine an afflicted villager will recognize the symptoms as the effects of a mild poison and not the onset of a disease. Casting *detect poison and disease* within



30 feet of an ill villager or a source of well water will reveal the presence of poison. Any creature that drinks from the well water must succeed on a DC 16 Constitution saving throw or be poisoned for 24 hours. While poisoned, the creature experiences lethargy and symptoms mimicking a disease.

The villagers say that the apothecary, Fibble the Meek, arrived in town just three days ago. After hearing of their plight and seeing their symptoms, he was able to provide them with a diagnosis. It's lucky that he happened to have the cure on him, but according to Spleck, the rarity of the imported herbs used to concoct it means he can't lower the price without falling into financial ruin. Though most of the villagers seem convinced of his good intentions (especially those who paid for the cure and began feeling better after taking it), some are understandably upset at the high cost. Those who cannot afford it fear for their loved ones.

If the party questions Spleck directly, he lies to the party as best he can to keep them from discovering his con. Spleck attempts to flee town that night if he feels that his operation is in danger of being uncovered. Should the party launch an attack, Spleck defends himself, hiding behind his bandits or teaming up with the two **slicars** that pull his wagon, so long as they aren't hitched up to it. If cornered, he begs for mercy and offers the party a bribe to let him escape.

There is only one well on the outskirts of town, which everyone in the community uses, including locals and travelers refilling their waterskins. If the party asks the right questions, they can learn that those visiting this place with their own waterskins have only reported feeling sick after refilling them at the well. Examining the well with a successful DC 14 Intelligence (Investigation) check reveals a vial hidden in the

dirt next to it. The vial was accidentally left behind by the bandits, and a few drops of the poison remain, enough for the *detect poison and disease* spell to function. A character can also attempt to identify the liquid by taste but must succeed on a DC 16 Constitution saving throw or be poisoned for 24 hours as if the character drank the well water.

The bandits are sloppy. Due to the relative distance from town, they make no attempt to conceal their approach. Each night at midnight, they visit the well to poison it while the village sleeps. The group consists of three **mapach bandits** and two **vulpin captains** led by a **strig tracker**. The bandits immediately sell out Spleck if the party defeats them.

REWARDS

- *If the party takes a bribe from Spleck*, each party member receives a free potion from his wagon (see **Potions for Sale**). These appear to be standard potions but usually have some sort of defect. Have a player roll 1d8 whenever a character drinks one of Spleck's potions, then consult the **Potion Fraud** table to see if anything is wrong with it.
- *Upon returning to Jonall with any news*, Jonall rewards the party with a copy of a "Traveler's Guide to Alderheart" as well as a 50 percent discount off their next purchase for their trouble, whether or not they uncovered Spleck's plot.
- *If the party discovered the source of the apparent sickness and ruled out the languishing*, Jonall openly expresses her relief. The party can pick a single magic item from among Jonall's wares, which she gives as thanks for their help.
- Award XP as normal for defeated foes. Each party member receives an additional 50 XP if they manage to uncover Spleck's plot.

SPLECK SMANDRA'S WAGON OF WORLDLY WONDERS

A colorful and astute tilian merchant from across the sea, **Spleck Smandra** [he/him] uses his status as a curiosity in Humblewood to dupe those eager to spend large amounts of coin on the low-quality and dangerous items he sells as "exotic goods." A survivor and a narcissist, he sees most of the folk in Humblewood as easy marks and is eager to swindle just about anyone. This daring nature gets Spleck into trouble more often than not, but thanks to his charm and quick wit, he is adept at controlling conversations and turning even bad situations to his advantage. Spleck's preferred tactic for dealing with conflict is to lie his way out of the situation. Failing this, he prefers bribery or deal-making over combat. Fighting is something Spleck considers a last resort, and he would much rather leave such unpleasantness to hired strongarms as he makes his escape. When Spleck must defend himself, he resorts to underhanded tactics such as striking at his foes with a holdout dagger steeped in poison.

Despite his knack for causing trouble, Spleck sells a number of useful wares. To those who are willing to accept a bit of risk, Spleck offers rare items at bargain prices.

THE TILIAS

Tilias are a gecko-like people who hail from the warmer parts of Everden, such as the jungles of the Tanglewolds, the deserts of Dustbloom, and the lush, tropical Gasparian Isles. They are capable of climbing almost any surface thanks to special pads on their hands and feet, and they have excellent night vision. Their skin is resistant to water and produces secretions that ward against diseases. These secretions can also be used in potioncraft as a medium for mixing many kinds of elixirs. Some less scrupulous tilias will even use their own secretions to dilute potions, turning a strong elixir into many weaker ones, which can be sold at a profit. Many Tilias also have a love of language and most enjoy learning how to say new words in unfamiliar tongues.

BACKGROUND

Spleck grew up orphaned in an archipelago within the Songsea known as the Gasparian Isles. There, great storms can unexpectedly swirl up and completely encircle an island, cutting it off from the world for months or even years at a time. One such storm descended when Spleck was a child, and he lost contact with his parents, who were fisherfolk. He

never learned what became of them. After their disappearance, the eye of the hurricane settled over the island, trapping all its inhabitants. Spleck was placed in an orphanage, where he remained for the rest of his childhood.

Spleck was small and frail for his age, and he was bullied mercilessly. Even those whom Spleck thought to be his friends would later turn against him when it suited them. From these bitter lessons, he learned that people who saw him as insignificant and incapable of harm were easy to manipulate. Spleck resolved never to trust anyone but himself and to do anything necessary to survive. Over the years, Spleck became a talented liar, capable of molding himself with words alone to assume any identity that suited him. By the time he left the orphanage, he was ready to make his way to the cities, where he mastered the art of exploiting people's trust and advanced his plans to leave the island once the constant storm finally lifted. To accomplish this, he befriended a privileged luma noble named Ruill Lyris under the pretense that he was the heir to a family of merchant sailors. Spleck convinced Ruill that they could found a trading company together once the storm dispersed. With Ruill's money and Spleck's connections, the tilia claimed, they would both become wealthy beyond their wildest dreams.

It was a stroke of luck that the storm clouds finally parted soon after Ruill agreed to Spleck's proposal. With a concocted story about visiting his departed parents' merchant contacts, Spleck tricked Ruill into lending him a large sum of money for a voyage to the Tanglewolds. Instead, Spleck hopped



on the first ship going anywhere else. Once he landed in Humblewood, he vowed never to return to the Isles. Spleck used what was left of the money to buy his wagon and began his career as a traveling merchant.

Spleck plies his carefully honed skills as a con artist to make money wherever he travels. This often lands him in trouble, and he usually finds himself on the run, wearing disguises and using his guile to throw off pursuers.

VAMOS AND SLAA

Spleck's wagon is pulled by a pair of **slicars**, Vamos and Slaa, which he purchased from the Talongrip Coast. These large monitor lizards are native to the jungles of the Tanglewilder and have an upright stance with long limbs suited for running down prey. Their bite is powerful and venomous. Strong yet dim-witted creatures, Vamos and Slaa, were raised in captivity and are gruff and mean. Spleck has trained them for combat, and they prove to be formidable guards when not pulling his wagon. He also feeds them often, as they become unruly when not properly fed.

SPLECK'S WAGON

This shop is a fabulously painted, four-wheeled, covered wagon with a fringe on the top and large signs along both sides that read "Spleck Smandra's Wagon of Worldly Wonders." This is the wagon's usual configuration, but the signs can be changed and the fringe removed for different con jobs or to disguise it. Spleck can also make the wagon appear to be an apothecary's cart, a fortune teller's shop, or an alchemist's workshop.

The back of the wagon has double doors which open into a space that can be used to store stock, props, costumes, as well as any traveling supplies Spleck might need when his journey necessitates that he sleep on the road. One side of the wagon opens into a window with a counter for sales and merchandise display. The space visible through the window is only a small part of the wagon and is separated from the rest of the wagon's storage area by an interior partition. Spleck regularly changes the merchandise he displays on a row of shelves behind him to match the wagon's configuration.

The other side of the wagon can fold open into a small stage, with a thick curtain blocking the view of the wagon's interior. Spleck uses this stage to rally a crowd when he wishes to demonstrate his wares to prospective buyers.

SPLECK'S INVENTORY

Spleck carries an inventory of potions, reagents, and magical baubles, nearly all of which are fake or of lower quality than he claims. Spleck also sells potions of healing for double the standard price. Spleck highlights different merchandise based on how he's disguised his wagon, but characters who shop here can expect to find an assortment of

cheaply made arcane focuses, holy symbols for deities that don't exist, and druidic focuses looted from protected groves. Spleck assures customers that his wares are from distant lands. This is far from the truth: all of them were in fact purchased or pilfered close to home, even if some have been altered to look more "exotic."

BEST POTIONS, BEST PRICES!

Spleck carries a variety of magic potions in all of his wagon's configurations, although he will put a different spin on these items depending on the con he's trying to run. When posing as an apothecary, he'll sell the potions as strange medicines. When disguised as an alchemist, he'll try and pass them off as his own miraculous concoctions. Spleck has 1d4 + 1 of these potions for sale at any given time. You can roll on the **Potions for Sale** table to see which potions Spleck has in stock or choose for yourself. Spleck is always looking for ways to turn a profit, and there is usually something wrong with his items. Whenever a character drinks a potion purchased from Spleck, either roll on the **Potion Fraud** table to see what is wrong with it or consult the optional defects listed on the **Potions for Sale** table.



Christina Kraus

POTIONS FOR SALE

d10	Magical Potion	Defect (Optional)	Price
1	<i>Philter of love</i>	50% chance of causing the drinker to instead become immediately hostile toward the first person the drinker sees	50 gp
2	<i>Potion of animal friendship</i>	50% chance that a beast is not charmed by the <i>animal friendship</i> spell cast by the drinker; in this case, the beast becomes aggressive toward the drinker	50 gp
3	<i>Potion of growth</i>	50% chance of being a potion of diminution	50 gp
4	<i>Potion of greater healing</i>	50% chance of being a potion of poison	50 gp
5	<i>Potion of gaseous form</i>	50% chance that the drinker becomes heavy and stone-like; the drinker will be affected by the <i>barkskin</i> spell instead and will weigh twice as much for 1 hour	150 gp
6	<i>Potion of heroism</i>	50% chance of the drinker losing 10 hp and being affected by a <i>bane</i> spell instead (save DC 15)	150 gp
7	<i>Potion of clairvoyance</i>	50% chance of dealing 4d4 psychic damage to the drinker when consumed, but the effect still works	150 gp
8	<i>Potion of speed</i>	50% chance that the drinker will be affected by the <i>slow</i> spell instead (save DC 15)	200 gp
9	<i>Potion of invisibility</i>	50% chance that the drinker will be affected by the <i>blink</i> spell instead	300 gp
10	<i>Oil of sharpness</i>	50% chance of making the target item too slippery to grasp unless the wielder succeeds on a DC 16 Dexterity saving throw, but the effect still works	350 gp

POTION FRAUD

d8	Potion Fraud
1–2	The potion works as expected, but it has a strange or unpleasant taste.
3–4	The potion has been intentionally mislabeled and is actually a different potion of an uncommon rarity (chosen by the GM).
5–6	The potion has been diluted. If the potion's effect has a duration, it lasts only half as long as normal. If the potion heals or deals damage, the amount of each is halved.
7	The potion is defective. When consumed, it has a 50% chance of having the opposite of its intended effect or of giving an additional negative effect (included in the Potions for Sale table).
8	The potion is a dud; it does nothing when consumed.



MIS-FORTUNE TELLING

Spleck can set up his wagon as a fortune teller's booth, and while this isn't his most lucrative con, it is nonetheless a go-to disguise if he ever finds himself needing to disappear. After leashing Vamos and Slaa to a tree and applying the brakes to his wagon, Spleck can make it look like a roadside fortune stand to throw off pursuers. The accompanying costume hides his face under the hood of mystic-looking robes. Of course, even when on the run, Spleck still can't help but try and make a little more coin. Should anyone wish to have their fortune told, Spleck charges 1 gp to read their fate. You can roll on the **Fortunes** table to determine the fortune he will give.

FORTUNES

d20	Fortune
1	"You will suffer terribly bad luck. Ward against it with a mostly jade figurine from the famed land of Roccononga. Just 5 gold pieces!"
2–3	"You will see a familiar face from your past. They will be haggard and wish they had spent more money on their equipment. Don't make the same mistake!"
4–5	"You will have need of a fortune teller in the future. Come back later."
6–7	"You will suffer a grave injury... You know I also sell potions of healing, right?"
8–9	"You will be reunited with a loved one, and they have bought you an expensive gift. They expect one from you in return."
10–11	"The Amaranthines will fail to hear your pleas. Hedge your bets with a holy symbol dedicated to the Great Snail or the Piping Shrew!"
12–13	"You will be robbed of all your coin. Better spend it while you still can."
14–15	"You will be rewarded for your generosity in the coming days. Be sure to tip your fortune teller."
16–17	"You will be blessed with a great bargain! Keep your eyes open for a handsome merchant from across the sea."
18–19	"You will be saved just in the nick of time by a handy item. I'm sure I have just the thing you seek in my wagon."
20	"You will find yourself on an empty plain. Your friends will be near death, your foe too strong to defeat. Then, suddenly... I'm sorry; the future is muddled. Perhaps if I had another gold piece?" (If the character pays 1 gp, roll again, rerolling 20s.)

WORLDLY WONDERS

Spleck sells magic items he's purchased from other merchants at a bargain, usually because they're risky or outright dangerous. He has 1d4 of these items for sale at any given time. Many of the magic items he sells are cursed, but Spleck keeps this information carefully hidden from his patrons, often by playing up the beneficial qualities of a cursed item to compensate or referring to the item with a fake name. A few uncursed magic items can be found among his wares, which tend to have dangerous or random effects. Spleck proudly displays a sign which announces that all sales are final, and he is quick to pack up and leave town after a day of business. You can roll randomly on the **Spleck's Inventory** table for appropriate magic items or decide what he has in stock.

SPLECK'S INVENTORY

d10	Magic Item	Fake Name	Price
1	<i>Chronicle of fools*</i>	Book of worldly wisdom	350 gp
2	<i>Glowing ember*</i>	Beacon of warmth	300 gp
3	<i>Berserker axe</i>	+1 greataxe	500 gp
4	<i>Bag of beans (contains 5 beans)</i>	Magic beans	800 gp
5	<i>Bag of devouring</i>	Bag of holding	300 gp
6	<i>Bag of holding</i>	Deluxe bag of holding	400 gp
7	<i>Marotte of chance*</i>	Divine scepter of Clhuran	400 gp
8	<i>Kwark's wondrous kernels (bag of planters)*</i>	Spleck's patented magic seeds (plantable)	350 gp
9	<i>Kwark's wondrous kernels (bag of tossables)*</i>	Spleck's patented magic seeds (throwable)	350 gp
10	<i>Shield of missile attraction</i>	Shield of invulnerability	800 gp

QUEST: TO REAP THE WHIRLWIND

In this side quest, characters will be either able to help Spleck evade the consequences of his crimes for a substantial reward or see that he faces justice for his many misdeeds. This is well suited to a party that has had at least one encounter with Spleck prior to this or to a party who might just be meeting Spleck for the first time, provided they are famous enough that Spleck would have heard of their heroic exploits.

As they near his wagon, the party can see that Spleck is agitated. When Spleck sees the party approach, his eyes light up. He smiles widely, addressing them with unbridled cheer.

“Ah! Yes! Friends! So good to see you! You’re all brave adventurers, yes? A group like you couldn’t just sit by while someone was in danger, surely? You’d rush to save them, I know you would.” Spleck wrings his hands as a look of genuine nervousness plays behind his smile. “Seems I’ve attracted the attention of some nasty bandits. They’re keeping me on the move and scaring away my business, but that’s just half of it. They have it out for me, might even want to off me and take what I have in my wagon. You’ll help me, won’t you? It goes without saying that you’ll be paid for your efforts. I’ll even give you half in advance if you promise to stop these fiends before they destroy me.”

Spleck is only telling part of the truth. He knows that the people following him are bounty hunters, not bandits. Furthermore, he has a fairly good idea of who hired them (Ruill Lyris) and strongly suspects that they have a warrant for his capture. He discovered the bounty hunters’ presence in a nearby town five days prior and has been on the run from them ever since. A character can attempt a Wisdom (Insight) check opposed by a Charisma (Deception) check from Spleck. If successful, the character can press Spleck to reveal the truth.

THE BOUNTY HUNTERS

Ruill Lyris, the luma noble Spleck swindled in order to leave the Gasparian Isles, used his influence to ensure that Spleck’s case is brought to trial. To this end, he has funded a team of professional bounty hunters to capture Spleck and bring him back to the Isles so that he can be tried in court for his wrongdoing. The party can choose to leave Spleck to his fate if they wish, but Spleck will plead for their assistance. According to Spleck, he never really swindled Ruill: he fully intends to pay the luma back, with interest, once he makes enough money. This lie can be easily seen through if a character succeeds on a DC 14 Wisdom (Insight) check. Truthfully, Spleck is sure that nothing good awaits him back on the Isles. Even if he’s only imprisoned for his crime, he knows a storm could isolate him there for years should he return. If the party is unsympathetic, he will resort to whatever underhanded tactics necessary to ensure his escape from all parties who would see him captured.

The bounty-hunting team consists of:

- Three **raptor mercenaries**
- Two **strig berserkers**
- A seasoned ranger named **Cadwyll Piper** [he/him], who leads the team

Cadwyll and his team are operating under a lawful order from the Gasparian Isles, if not under Humblewood’s law. Cadwyll has the warrant to prove it. Cadwyll has been tracking Spleck since he arrived in Humblewood, and the bounty hunters are currently in a forest just an hour’s travel from where the party encounters Spleck. They are waiting until nightfall to make their move and hope to catch Spleck sleeping. Cadwyll is experienced in pursuit of especially slippery criminals, and he would prefer to hold his forces back until capture is assured. As long as they stay on Spleck’s heels, Cadwyll reasons, it’s only a matter of time before the tilia’s exhaustion catches up with him.

The bounty hunters are currently in a makeshift camp hidden in the dense undergrowth just off the main road. Two raptor mercenaries serve as lookouts in the trees. If the raptors detect movement, they whistle in a precise code, signaling the direction of the intruders to the rest of their group. The other bounty hunters hide in the underbrush as best they are able and use the trees for cover. Once the intruders are close, the bounty hunters attack first and ask questions later.

If the party loses to the bounty hunters, they won’t be killed. Instead, Cadwyll ties them up and interrogates them to figure out who they are and how they relate to Spleck. The party can easily escape the situation by agreeing to cooperate and turn Spleck over to them. If he judges the party to have good (or at least lawful) intentions, Cadwyll asks for their assistance in Spleck’s capture. Alternatively, Cadwyll simply lets the party go if they give him their word that they won’t interfere. If Cadwyll doesn’t believe the party will stay out of his way, he keeps them restrained under the watchful guard of the two raptor mercenaries as the rest of the bounty hunters attempt their capture that night. Cadwyll doesn’t want to hurt anyone, but his duty comes first. He won’t show the party any mercy if they stand against him.

If the party defeats the bounty hunters, Cadwyll attempts to escape on his own. However, it will take some time before he can pursue Spleck again. The bounty hunters working with Cadwyll are simply hired mercenaries, local to the Wood, and don’t share his sense of duty. They can be easily convinced to abandon their cause.

REWARDS

- Award XP as normal for defeated foes. Each party member receives an additional 100 XP if they helped Cadwyll capture Spleck.

If the party sides with Spleck, they receive:

- 500 gp for their assistance. Spleck will offer to pay half (250 gp) upfront and will pay them the rest once they’ve taken care of the bounty hunters
- One potion of their choice from Spleck’s shop for each party member
- One magic item of their choice from Spleck’s shop’s inventory
- The party can also claim Cadwyll’s *red-feather bow**, if they defeat him

If the party sides with the bounty hunters, they receive:

- 250 gp for their assistance from Cadwyll
- Any potions or magic items Spleck has in stock at the time. The bounty hunters have no interest in Spleck’s wares.

The Tenders



Hundreds of songs ago, in the already ancient forest of Humblewood, a wise birdfolk sage befriended the treants who stewarded the groves of the Wood. The treants taught the sage about the forest, the creatures they shared it with, and how all are cradled within the Great Rhythm's embrace. The sage used their teachings to found the Tenders, an order sworn to uphold the balance of natural forces. Although the sage's name has been lost to history, the Tenders persist to this day.

As humble caretakers of the Wood, the first Tenders studied the interconnectedness of all life and the practice of gentle, natural magic. The treants' teachings helped the Tenders heal the forest from blights and fires. Tenders protected small woodland villages and used their magic to provide support in times of hardship. Possessing a deep insight into the Great Rhythm, the Tenders came to be seen as a bridge between the will of the Wood and the people who lived there and soon became an established presence in the Wood.

The order faced its greatest challenge during the Great Calamity. As fires raged unabated, incinerating nearly a third of Humblewood's woodland, the Tenders helped those fleeing the blaze. The flames left their scar upon the forest, an area called the Scorched Grove, and the Tenders took it upon themselves to restore the corrupted earth. Their search to correct the elemental imbalance of the Scorched Grove led the Tenders to incorporate disparate schools of magic into their teachings. Most notably, they merged the scholarly approach of Avium wizards with the harmonious teachings of their druidic arts. With this new understanding of arcana, the Tenders have made steady progress toward healing the Grove's corruption.

As certain Tenders dedicated their lives to healing the Scorched Grove, others pledged to mend the world in different ways. Some organized into a force of field medics to aid during natural upheavals, while others became healers, teachers, and tree-shapers. Tenders traveled across Everden, where they discovered lands suffering dangerous elemental imbalances. To meet these challenges, the formerly loose association of Tenders divided themselves into distinct chapters called Branches. Each Branch of the Tenders has an elected leader called a treekeeper. Once every fifty songs, treekeepers convene to share what each Branch has learned. Treekeepers also hold urgent meetings when necessary but are otherwise absorbed in their own tasks.

TENDERS IN THE WORLD

All Tenders are united by a shared set of goals, despite how different Branches might approach them. Tenders view themselves as wise teachers, dedicated to guiding others toward a life in balance with the Great Rhythm. They are also diligent sentinels, dedicated to foreseeing and averting threats to this balance, both natural and manufactured. This duty extends to safeguarding hazardous magics and powerful artifacts lest they fall into the wrong hands. When nature summons up storms, floods, or other life-threatening events, the Tenders work to lessen their harm, providing help for those injured or displaced and repairing the damage wrought to the natural world. Finally, the Tenders have a duty to tend to areas that have been scarred or corrupted by strong elemental energies. This includes shielding people from the monstrous creatures that live in such areas and gradually restoring the balance of elemental energies to help the land return to a natural state.

Everden is home to many Branches of Tenders, three of which are described here.



Anna Christenson

THE TENDERS OF THE SCORCHED GROVE

The first proper Branch of the order was the Tenders of the Scorched Grove. This group of Humblewood Tenders was named following the events of the Great Calamity, which spurred the Tenders to organize themselves to face the crisis. The Tenders of the Scorched Grove work to heal the ashen plains from which they take their name. Members of this Branch regularly make pilgrimages to the Scorched Grove to learn from the elders there. Some put down roots in the Grove and dedicate their lives to keeping watch over the area. Due to the dangers present in and around the Scorched Grove, this Branch faces greater risks than other Tender chapters. The Tenders of the Scorched Grove are also trusted to maintain the most extensive records of the order as a whole. The Tenders of the Scorched Grove are led by a corvum mystic named Janily of the Everchanging Sky. Janily is currently on a spiritual quest to the far corners of Everden, hoping to uncover the secret to healing the flame-cursed wastes.

THE TREANTS OF HUMBLEWOOD

I remember the treants. So large and powerful they were—but gentle as the spring. Those who come after may not know of their kindness, nor of their great sacrifice, yet it is because of them that we still dwell in Humblewood. We owe them a debt that cannot be repaid.

When the fires of the Great Calamity blazed out of control, it was the treants who rose to our protection. They came from all over the Wood to surround the accursed conflagration. Skilled in the primordial magic of the very first druids, the eldest of their kind used their awesome power to form a barrier against the inferno. Their leaves burned to ash, their bodies charred and splintered. Through it all, the treants stood tall and firm, sheltering the Wood until a ritual abated the Calamity... though who knows for how long.

I suspect that, to whoever reads this, it may be hard to believe that treants were once a common sight in the Wood. Indeed, they could often be seen strolling through the hillsides. Each treant had its own grove and tended to all things living within it. The old stories say we took our name from the treants, for we too aspired to be Tenders of the forest. Being long-lived, the treants knew much of the Wood's history, and, though they were towering creatures, not even the smallest seed escaped their notice. Above all else, they were teachers, and that is what we Tenders must strive to be. With the eldest and wisest of the treants lost to the flames, we must take their place, not only as keepers of lore and stewards of nature, but as those who tend to the very spirit of this world.

ALTHANDER OF THE NEW LEAF, AUTUMNAL
From a weathered journal kept in the Tenders' archives

THE TENDERS OF THE CRYSTAL EXPANSE

The Tenders of the Crystal Expanse were among the first Branches established outside of Humblewood. Their chapter was founded to contain a spreading expanse of hoarfrost, known as the Crystal Expanse, that grows seasonally with the winter chill. Initially established by members of the Tenders of the Scorched Grove, this Branch has since grown to differentiate itself through a more contemplative and judicious approach to their duties. They are led by Cain of the Sunsworn Oath, who possesses a boundless curiosity. He scours the dangerous ruins of ancient civilizations, searching for any lost lore that may help their cause.

THE TENDERS OF THE TANGLEWILDS

A more recently founded Branch, the Tenders of the Tanglewilder, were established in the great jungle from which they take their name. The Branch has since organized into a force known throughout the region for their valor and dedication. Their leader is known only as Grandmother Orchid, and she is rumored to have lived for hundreds of songs. Grandmother Orchid spends her time communing with nature and only travels when she must convene with other Branch leaders.



TENDER CHARACTERS

Characters who are part of the Tenders are usually good-aligned and are rarely evil, as one of the tenets of the order is compassion for all life. Those who act maliciously often find themselves shunned not only by their fellow Tenders but also by the forest itself. Tenders also embrace neutral alignments, for they are taught to respect the balance of nature.

While characters of all classes and backgrounds can make good Tenders, the order counts a large number of druids, monks, rangers, and wizards among them. As an organization with strong ties to the Amaranthines, especially Hanera and Henwin, clerics are often found in their ranks.

You should consider playing a Tender if:

- You like the idea of being a member of an order that works behind the scenes to avert threats before they manifest.
- You want to play a spellcaster with a deep respect and curiosity for nature's mysteries.
- You want to play an active part in saving humblefolk and birdfolk from the ravages of forest fires, floods, and other natural and unnatural disasters.
- You wish to work toward a world where birdfolk and humblefolk live in harmony both with nature and each other.

New spells and magic items are marked with an asterisk * can be found in **Appendix F** and **Appendix E**.

BECOMING A TENDER

Tenders teach that the Great Rhythm exists in a delicate balance. If this natural balance is ever broken, the Rhythm will correct itself in time, but the ensuing chaos will cost many lives and irrevocably alter the natural world. According to the Tenders, nature need not be cruel; it is far better if nature's harmony can be maintained without needless bloodshed.

Joining the Tenders is not difficult as new recruits are always needed. Anyone who shows proper devotion to the tenets of the order is welcome among their ranks.

ROLES WITHIN THE TENDERS

There are a variety of roles within the Tenders that members can fill. These roles denote a member's primary focus within the order.

WARDENS

Wardens work as field medics and rescuers during natural disasters. They provide relief in the aftermath of such events by setting up temporary shelters for creatures who have been displaced and using natural magic to heal surviving flora and fauna. They also go on missions to survey dangerous areas or investigate situations that could pose a danger to nature. Classes with an aptitude for both healing and athleticism excel at this role, especially rangers and paladins of nature.



Tenders Insignia

EMBERWARDENS

A role unique to the Tenders of the Scorched Grove, emberwardens dedicate their lives to the revitalization of the flame-cursed wastes. Many emberwardens are clerics and monks, as their lifestyle is one of monastic discipline and contemplation.

HEARTBRAIDERS

Heartbraiders serve as mediators between people and nature, and they spread the Tenders' teaching that the two are inseparable. Usually, they are employed as shapers in Alderheart or as groundskeepers in protected groves. Heartbraiders are frequently druids.

WOODSAGES

Rather than take on an active role, woodsages work behind the scenes. They oversee the Tenders' archives, ensuring that both new and old records are cataloged and preserved in accordance with the order's wishes. Woodsages are often wizards or other spellcasters with scholarly inclinations.

YOUR PLACE IN THE ORDER

Whereas roles in the Tenders describe the focus of a member's efforts, ranks denote different levels of responsibility and trust within the order. Higher-ranking members have demonstrated a deeper understanding of the natural balance of the Great Rhythm and their place within it. The higher the member's rank, the more they are encouraged to round out their experience through contemplation, study, in addition to direct experience in the field. Adopting this doctrine, a Tender learns to balance the spiritual, scholarly, and practical elements of the order's teachings.

These ranks are not meant to be advanced through quickly. Generally, the transition from one rank to the next should accompany a major story beat.

SEEDLING

You have attained the lowest rank in the Tenders, representing the first stage of growth. You are granted access to most of the Tender archives, excluding texts guarded by the autumnals. If you show promise in the order, you will be posed with a sacred riddle to provoke thought on the balance of nature and your place within it.

As a seedling, you are taught a ritual that allows you to commune with nature and befriend a minor forest spirit. The forest spirit takes on the form of a Small or Tiny beast of challenge rating 0 of your choice. The forest spirit has the statistics of the chosen form, though it is an elemental, fey, or plant (your choice) instead of a beast.

The forest spirit acts independently from you. It is friendly toward you and generally follows your instructions, but if you willingly harm nature or act in ways that are malicious or evil, the forest spirit abandons you. In combat, it rolls its own initiative and acts on its own turn. The forest spirit disappears when it drops to 0 hit points, leaving behind no physical form. It reappears after you spend an hour communing with nature.

Your forest spirit can communicate with you telepathically as long as you are within 100 feet of each other. Additionally, your forest spirit can communicate with any creature with which it shares a type.

You can't befriend more than one forest spirit at a time. If you perform the ritual while you already have a forest spirit, you instead cause your forest spirit to adopt the form of a different Small or Tiny beast with a challenge rating of 0 of your choice.

THE FIRST RIDDLES

The first riddles are a collection of thought experiments that can be posed to seedlings to give them a chance to ruminate on the teachings of the Tenders. A riddle is given to a new member who shows promise or a desire to advance further within the order. Upon giving an answer that shows an understanding of the cycles of nature and the great balance that keeps the world together, they become eligible to progress to the next rank.

For example, when asked, "Is the hawk mightier than the rabbit?" a simple answer might be that the hawk is mightier because it is a terrifying predator, but an answer that shows an understanding of the forces of nature would be that neither one is mightier. The hawk relies on the rabbit to live, and when the hawk dies, its remains nourish the soil, which grows the grass that the rabbit eats. A few sample riddles are given below, and whether or not an answer is accepted is up to the GM.

- ♣ Why must the leaves die in autumn?
- ♣ How is a tree like a community?
- ♣ Which came first, morning or twilight?
- ♣ What is the drop of water to the stream?



SPROUTLING

Prerequisites: Seedling rank in Tenders, and must have answered one of the first riddles of the order

You have answered one of the first riddles and begun your journey along the path to true wisdom. Sproutlings are encouraged to study magic, to understand how it emerges from the primal energies of nature. This is where many internalize the “slow way is the best way” approach advocated by the order and where some begin to branch off into studies of the arcane. Sproutlings are likewise encouraged to supplement their independent learning with wisdom sought from more experienced members of the order.

As a sproutling, you will never find yourself wanting for a teacher. You can ask a Tender druid of sapling or higher rank for help with a problem you are currently facing. The GM will decide which NPC you have access to and the NPC's rank. The NPC makes every reasonable effort to assist you but may only be able to offer information or advice. In some situations, the NPC may explain that they must step back to allow you to learn through adversity. In other situations, an NPC may insist on accompanying you or bringing the matter to the attention of higher-ranking members of the order.

EMBERWARDEN (SPECIAL ROLE)

Prerequisites: Sproutling or higher rank in Tenders of the Scorched Grove, and must have taken the Oath of Flame

In attaining this special role, you have dedicated your life to healing the imbalance in the Scorched Grove, watching over areas that have been claimed by it, and understanding the strange creatures that make the Grove their home. As an emberwarden, you can still advance in ranks as normal, but your charge requires that you return to the Scorched Grove when not adventuring to continue your vigil.

You learn how to speak, read, and write Ignan (or another language if you already know Ignan). Additionally, you have advantage on Intelligence, Wisdom, and Charisma checks you make related to fire-based creatures of the Scorched Grove.

THE OATH OF FLAME

This oath is recited in a special ceremony by those who wish to take on the mantle of emberwarden and dedicate themselves to tending the Scorched Grove.

*I pledge upon the roots of the world,
to watch the flame that blights this land,
To revive the green where ash now swirls,
to shepherd fire with steady hand,*

*To keep safe all who do here tread,
to learn the secrets ash can teach,
To honor treants charred and dead,
to keep their final hope in reach.*

*This pledge I make becomes my oath,
a covenant with errant flame,
To Humblewood and nature both,
and all life in the Rhythm's name.*

SAPLING

Prerequisites: Sproutling rank in Tenders, and either the ability to cast the spell cure wounds or proficiency in the Medicine skill

You now have the experience and wisdom to apply your knowledge in the practical service of natural balance. You are also expected to help lower-ranking members who ask for your advice.

As a sapling, you may be tasked with journeying across the Wood as an official warden of the Tenders. While acting in this capacity, you can usually count on villagers to offer free lodging. When assigned a mission, you can ask a summerblossom to lend you a treasure of the order to help you complete your task. You can choose from among *antlers of the true path**, a *belt of the weald**, or a *ring of animal influence*. Whichever object you pick must be returned once the mission is complete. The GM decides which of these treasures, if any, are available to you.

SUMMERBLOSSOM

Prerequisites: Sapling rank in Tenders, and a completion of a valorous deed for the order

You have shown your ability to combine study and experience in the service of nature and demonstrated that you have both the courage and the wisdom to lead. As a summerblossom, you are tasked with mentoring others in the order, directing the movements of lower-ranking members, and leading wardens in the field when necessary. While you don't have the same ability to communicate with the treekeeper as autumnals, any concern you pass onto an autumnal will be taken seriously. You may also access the most heavily guarded lore in the Tenders' archives, though you must first obtain permission from the autumnals, who safeguard it. You are responsible for directing the efforts of lower-ranking members of the order based on information shared with you by the autumnals. You lead a team of 2d6 **acolytes** and 2d4 **druids** of sapling rank or lower. You have the authority to task these NPCs with specific missions, though any mission you assign must be of relevance to the goals of the order. You may call upon 1d4 **acolytes** and a **druid** from among these to assist you directly with a task for the order. In these situations, you are responsible for their safety, and you may be held accountable should anything go wrong.



Christina Kraus

AUTUMNAL

Prerequisites: *Sapling or higher rank in Tenders, and the ability to cast at least 4th-level spells*

Your contemplation on the nature of magic has granted you insights that are recognized by your peers. You are now seen as among the wisest of your order, and you are responsible for utilizing your vast knowledge for the good of Everden.

As an autumnal, you are on equal footing with summerblossoms, but where they have committed themselves to practical matters, your responsibilities focus on the contemplative. You have access to the most restricted lore in the archives, and you are charged with ensuring that dangerous objects kept safe by the order do not fall into the wrong hands. You are also appointed to a circle composed of autumnals who regularly convene to determine the future of your Branch. The decisions made in these meetings are shared with the summerblossoms, and you are expected to offer guidance to a summerblossom whenever it is requested. You can also communicate directly with the treekeeper, wherever their journeys have taken them, using a scroll of sending. The treekeeper may not reply immediately, but they welcome your insights and will reply when they are able.

TREEKEEPER (SPECIAL ROLE)

Prerequisites: *Summerblossom or Autumnal rank in Tenders, and must complete a special test (decided by the GM)*

Legends say that long ago, Tenders who wished to attain the rank of treekeeper would be submitted to a trial in the Scorched Grove to ascertain the purity of their intentions. This title is awarded to only one member of each Branch, and only when either the previous treekeeper has fallen or when a new Branch of the Tenders is created. Having passed a great trial, you have now become the leader of your own Branch. While you don't have the authority to issue directives to other Branches, your position grants you respect among all Tenders as a leader. Your responsibility is not only to issue general instructions to your Branch's circle of autumnals but also to obtain information that can be shared with them to help uphold the natural balance in the region your Branch is sworn to tend. Some Branches, such as the Tenders of the Scorched Grove, use this information to manage or heal threats to the natural balance, while other Branches must instead keep a vigilant watch for signs of impending danger.

Treekeepers generally aren't present as leaders, delegating the bulk of administration to their circle of autumnals. Instead, they work to further the goals of their Branch through their own actions. Some spend their time in contemplation and study, communing with nature, as well as doing research and experimentation. Others journey to uncover lost knowledge, which may help predict threats or find solutions to heal areas scarred by elemental imbalance.

NEW FEATS

Provided here are new feats inspired by the Tenders. If using feats in your game, these options are available in addition to those which already exist, at the discretion of the GM.

FIELD MEDIC

You have been specially trained in magical triage and are able to identify the signs of shock and fatigue in those suffering from injuries. You are always ready to provide aid to those in need. You gain the following benefits:

- You can tell by looking at a creature if it is missing any of its hit points and whether or not it has more than half of its hit points. You also have advantage on Wisdom (Medicine) or Intelligence (Arcana or Religion) checks made to determine if the creature is cursed, diseased, possessed, or afflicted by any of the following conditions: blinded, deafened, exhaustion, incapacitated, paralyzed, or poisoned.
- You learn the *spare the dying* cantrip and can cast it as a bonus action.
- You gain the ability to cast the spell *cure wounds* without using a spell slot, up to a number of times equal to half your proficiency bonus. You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.



Tender
Treekeeper

FLAMEWOKEN

Living in the Scorched Grove or other areas touched by elemental fire can sometimes cause strange abilities to manifest among their inhabitants. Known as “flame-woken” by the Tenders, these gifted few have the ability to communicate with fire-aspected creatures and have power over flames. Tenders guide the flamewoken in honing their talents in service of nature and many flamewoken choose to join the order. However, those outside the order usually keep their abilities hidden, as such powers are often seen as a curse. You gain the following benefits:

- You can speak, read, and write Ignan.
- You learn the *produce flame* cantrip. Charisma is your spellcasting ability for this spell.
- As a bonus action, you can strengthen the power of your flames. The next time you deal fire damage to one or more creatures before the end of your next turn, you can deal an additional 2d10 fire damage to one of those creatures. Once you use this feature, you can't use it again until you complete a short or long rest.
- You can whisper magical words in Ignan toward any nonmagical flames you can see within 30 feet of you that could fit within a 5-foot cube. As a bonus action, you can cause these flames to either grow by 5 feet in a single direction, provided there is fuel of some sort present in the new location, or you can extinguish the flames present in this space.

FOREST SAGE

Prerequisite: *Druid or wizard*

The Tenders value diversity among ideas, and although they began as a purely druidic order, they have since learned to accept many different ways of thinking about the natural world, especially regarding the application of magic. You are either a wizard who has learned to temper your arcane research with an eye to maintaining the delicate balance of natural forces, or you are a druid who has learned a new understanding of natural magic through study and experimentation. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can use your choice of Intelligence or Wisdom to make Animal Handling, Arcana, Nature, or Survival checks.
- You can choose to learn two spells from either the druid or wizard spell list. Spells you choose must be of a level you can cast. The chosen spells count as spells of your class and are added to your spellbook if you are a wizard or your spells known if you are a druid.



Mending Plants

PLANTMENDER

Prerequisite: *Wisdom score of 13 or higher*

One of the basic forms of Tender magic, plantmending is often taught to seedlings of the order. Plantmending can be used either to help the forest recover from disasters or to defend against hazards that might be encountered while traveling. You gain the following benefits:

- You can touch a plant or tree as an action to determine what has occurred to it and the area within its immediate vicinity within the last 24 hours. These events are revealed to you in visions that appear as though you were present as they occurred. After using this ability on a plant, you instantly become aware of its status and health, including any blights or conditions currently affecting it. You can use this ability a number of times equal to twice your Wisdom modifier (minimum of 1), regaining expended uses of it when you complete a long rest.
- You learn the *mend plants** and *shillelagh* cantrips. Wisdom is your spellcasting ability for these spells.
- You can cast either the *barkskin* or *spike growth* spell once, and you must complete a long rest before you can cast either spell again. Wisdom is your spellcasting ability for these spells.

NEW CLASS OPTIONS

DRUID

DRUID CIRCLE

At 2nd level, when choosing a druid circle, the following option is available: Circle of the Warden.

CIRCLE OF THE WARDEN

Every druid has a responsibility to the natural world, but those who join the Circle of the Warden stand as sentinels of nature's balance. The Circle of the Warden druids specialize in divination and abjuration magic to help foresee possible imbalances and correct them before they cause irreparable damage. To the druids of this circle, people are as much a part of the natural balance as plants and animals. As such, these druids can be found providing succor to those affected by natural disasters just as often as to flora and fauna. In Humblewood, many druids who have joined the Tenders of the Scorched Grove are members of this circle, as its values align quite closely with the tenets of their order.

HEARTBEAT OF THE LAND

Starting when you choose this circle at 2nd level, you form a connection to the natural world around you, and you can sense when it is in danger. You gain expertise in the Nature and Insight skills. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Additionally, by spending 10 minutes communing with nature, you can glean the following information about the area within 3 miles of you:

- You learn the general location and severity of any immediate threats to the environment in the region (forest fires, flooding, blights, etc.).
- You learn if any aberrations, beasts, elementals, fey, or undead are present within range, but not their specific locations.
- You learn the general direction of the nearest portal to an elemental plane.

RECLAMATION

Also at 2nd level, you learn the art of siphoning off harmful elemental energy. You can use this to lessen elemental damage being done to your allies by shouldering some of it yourself. When a creature within 30 feet of you takes cold, fire, lightning, or thunder damage, you can use your reaction to grant that creature resistance against the damage dealt. You take damage equal to the amount taken by the target creature.

Additionally, you may spend an action to reduce the area of natural or magical effects which deal persistent cold, fire, or lightning damage within 30 feet of you. You may remove up to a 20-foot cube from the area of such effects per use of this feature. However, for each 5-foot space of energy damage removed in this way, you take 1d4 points of damage of the same type the effect would deal. If the effect is caused by a spell, you instead take 1d4 points of damage per the spell's level for each 5-foot space removed and, if there are no damage-dealing spaces remaining, the spell is dispelled.



SYMPATHETIC SHIELD

Starting at 6th level, you learn how to channel the energy of your beast shapes into manifestations of nature's protection. As an action, you may expend a use of your Wild Shape feature to shield yourself or an ally within 30 feet of you in the protective armor of a beast spirit. This spirit armor is translucent and doesn't block line of sight. The shield can take the shape of any beast you can transform into using your wild shape. The shielded creature gains 1d10 temporary hit points for every 3 druid levels you possess and a +1 bonus to its AC. The shield lasts until these temporary hit points are expended or replaced by another ability that grants temporary hit points.

At 14th level, the spirit armor can retaliate against foes who attack it directly. Whenever a shielded creature is dealt damage by a target within 5 feet of it, the spirit armor deals 1d8 points of magical bludgeoning, piercing, or slashing damage to that target. This damage type is chosen by the druid when activating Sympathetic Shield. The shield can deal damage to multiple targets in a round, but only once per round for each target.

AURA OF CALM

Starting at 10th level, your presence radiates an aura of soothing natural magic. Whenever you or a friendly creature within 10 feet of you receives healing from a spell, that spell restores an additional number of hit points equal to half your druid level. Additionally, all plants that aren't creatures within this aura grow thick and plentiful and are restored to their full vigor. Such plants also become safe to travelers while inside the aura, negating difficult terrain caused by plants, including magical effects such as *entangle* or *spike growth*, and granting advantage on any saving throws made to resist the harmful effects of such spells.

BOND OF SHELTER

Once you reach 14th level, your service to the natural balance is rewarded, and nature itself rises to protect you and your allies from harm. As an action, you can create a 30-foot radius, 20-foot tall cylinder of protective energy, centered on you. This cylinder lasts for 1 hour and does not move from its original location.

As long as you are on the Material Plane or an elemental plane, natural features within the cylinder, including plants, trees, rocks, and water (as well as wind, water, earth, or fire, if on an elemental plane) animate to defend you. If you are in a setting, such as an indoor area, where natural features are not present, then plants, trees, rocks, and other natural elements sprout from the floor before animating.

When you activate this ability, choose any number of creatures you are familiar with and can see to be immune to the cylinder's effect. All other creatures are subject to the following effects:

- Creatures can't willingly enter the cylinder unless they succeed on a Charisma saving throw against your spell save DC. The cylinder also protects the area against planar travel for the duration, preventing any creature from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the plane shift spell.

- Creatures have disadvantage on attack rolls against targets within the cylinder.
- Targets of your choice within the cylinder can't be charmed, frightened, or possessed by creatures inside or outside the cylinder.
- When a creature enters the cylinder for the first time on a turn or starts its turn there, the creature takes 5d10 magical bludgeoning damage from the animated nature within. Once you use this feature, you can't do so again until you finish a long rest.

WARLOCK

WARLOCK PATRON

At 1st level, when choosing a warlock patron, the following option is available: The Predator.

WARLOCK PATRON: THE PREDATOR

Your patron is a primal beast, driven by a bloodthirsty need to hunt. These beings tempt creatures to give in to their base instincts and become apex predators. Ancient white dragons, demons with a bestial bent, and the Amaranthine Kren have all been known to occasionally grant feral powers to those desperate enough to seek their aid. Many who strike a pact with a Predator find themselves forever changed, bearing razor teeth and wicked claws, an aspect of their predatory patron.

EXPANDED SPELL LIST

The Predator lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>hunter's mark, jump</i>
2nd	<i>alter self, ambush prey*</i>
3rd	<i>blink, slow</i>
4th	<i>dominate beast, freedom of movement</i>
5th	<i>contagion, mislead</i>

BONUS PROFICIENCIES

Starting at 1st level, your patron grants you enhanced tracking skills. You gain expertise with the Survival skill, and you add double your proficiency bonus to any Wisdom (Survival) skill checks you make.

FORM OF THE BEAST

At 1st level, you can use your bonus action to channel the ferocity and guile of your patron, transforming into a beastly figure. For 10 minutes, you gain the following abilities:

- You are flooded with adrenaline, feeling nothing besides the thrill of the hunt. You gain temporary hit points equal to two times your warlock level, up to a maximum of 20 temporary hit points at 10th level. These temporary hit points last until the end of your transformation.
- Your senses become supernaturally keen. You have advantage on Dexterity (Stealth), Wisdom (Perception), and Wisdom (Survival) checks you make to track or stalk your prey.

- You sprout a set of pointed teeth and razor-sharp claws, which are natural weapons you can use to make unarmed strikes against creatures within 5 feet of you. You have proficiency with these weapons and can use your Charisma modifier for the attack and damage rolls made using these natural weapons. On a hit, your bite deals 1d6 piercing damage, and your claws deal 1d4 slashing damage. If you already had a bite or claw attack (talon attacks count as claw attacks), its damage increases by one step (a d4 becomes a d6, a d6 becomes a d8, etc.). As a bonus action, after making a bite attack, you can make a claw attack.
- Starting at 5th level, your muscles strengthen, and your movements quicken. You can now make two claw attacks using your bonus action after you have made a bite attack with your action. Additionally, at 5th level, you can take the Dash or Hide action as a bonus action while you are in your Form of the Beast.

You can use this feature twice per short or long rest.

At 6th level, your transformation lasts for 1 hour instead of 10 minutes.

THRILL OF THE HUNT

At 6th level, you gain the ability to feast on the vitality of your foes while you are in your Form of the Beast. Once per turn, when you hit a creature with your bite attack, you can cause the attack to deal an extra 3d6 points of necrotic damage. You regain a number of hit points equal to half the total damage dealt with this attack.

Once you use this feature, you can't use it again until you score a critical hit with a bite or claw attack or until you finish a short or long rest.

At 10th level, the extra necrotic damage provided by this feature increases to 5d6.



*Nature's Fangs
and Ferocity*

FEARSOME PRESENCE

At 10th level, you learn how to channel the presence of a frightful beast, even when not transformed. You can use your action to cause each hostile creature you can see within a 30-foot radius to make a Wisdom saving throw against your spell save DC. On a failure, the target becomes frightened of you for 1 minute, and it is restrained until the end of your next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a short or long rest.

UNCAGED BEAST

Upon reaching 14th level, you become even more ferocious when pushed to your limits. When an attacker that you can see hits you with an attack, you can use your reaction to immediately transform into your Form of the Beast and then make one bite or claw attack at an enemy within 5 feet of you.

Additionally, while transformed into your Form of the Beast, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a bite or claw attack against that creature.

NEW INVOCATIONS

FERAL TRANSFORMATION

Prerequisite: 7th level

As an action, you can transform into a **dire wolf**, **giant spider**, or **giant octopus** following the same rules as the *polymorph* spell, but you retain your Intelligence, Wisdom, and Charisma scores. You also retain all of your saving throw proficiencies, in addition to gaining those of the creature, as well as any skill proficiencies that your beast form is physically capable of performing. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. You maintain the ability to speak and can cast spells that have only a verbal component.

You maintain this form for 1 hour or until the form drops to 0 hit points, at which point you revert back to your normal form. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

Once you use this invocation, you can't use it again until you finish a long rest.

HEXSHREDDER

Prerequisites: *Pact of the Blade* feature

Your fingers grow into bestial claws, which you can use to make unarmed strikes that deal 1d6 points of slashing damage. You may add your Charisma modifier instead of your Strength modifier to attack and damage rolls made with these unarmed strikes. Your unarmed strikes count as pact weapons, in addition to any melee weapons you have chosen, and as light weapons for the purposes of two-weapon fighting.

PRIMAL SUMMONER

Prerequisites: *Pact of the Chain* feature

You can summon even more monstrous familiars to your side. When you cast the *find familiar* spell, you may choose one of the normal forms for your familiar or one of the following special forms: **blink dog**, **death dog**, **panther**, or **worg**.

Additionally, you can spend a bonus action on your turn to command your familiar to take the Attack action against an opponent of your choice.

HUNTER'S GRIMOIRE

Prerequisites: *Pact of the Tome* feature

A new page appears in your book of shadows, dedicated to your quarry. When you recover physical evidence from a creature (a drop of its blood, a strand of its hair, a feather, tooth or claw, etc.), you can offer it to your book of shadows in a special ritual that takes 10 minutes to perform. The ritual consumes the offered physical evidence as the name of the creature from which it came is inscribed upon the page in red ink. After this ritual, as long as you have your book of shadows with you, you have advantage on any Intelligence checks you make related to the creature.

Additionally, you can spend 1 minute examining the page to learn one of the following facts about the creature:

- Its creature type and alignment
- Any names or aliases it uses
- Its current distance and direction from you (provided it is on the same plane of existence)
- Any vulnerabilities or flaws it has
- Whether or not it is wounded
- Whether or not it is suffering from a condition, a curse, or a similar effect, as well as the nature of that effect

The page can only hold the name of one creature at a time, and you can choose whether to replace the name of the creature currently occupying space on the page each time you complete the ritual.



Tender
Spellbook

Christina Kraus

WIZARD

ARCANE TRADITION

At 2nd level, when choosing an arcane tradition, the following option is available: Leyline Magic.

LEYLINE MAGIC

The primal forces of nature have their own magical energy, one which can be harnessed by wizards with proper training. By drawing on this power, leyline wizards can tap into primordial reservoirs of magic to gain access to new spells, empower their own spellcasting, or disrupt opposing forces that attempt to take root in their domain. The most powerful wizards of this tradition can set new leylines, transforming unnatural or inhospitable places into paradises with time. These wizards work closely with druids, and they can gradually heal environments that have been blighted or corrupted.

NATURAL ATTUNEMENT

When you choose this arcane tradition at 2nd level, you learn how to attune yourself to the magic of leylines which course through nature. Each day when you prepare your spells in a natural setting, you may also attune yourself to the energy of a nearby leyline to gain additional spells. When you do, consult the list of spells from the **Leyline Spells** table that matches the environment in which you prepared your spells. You can only be attuned to one leyline at a time.

While attuned to a leyline, you gain access to any spells on your current list of leyline spells for which you meet the level requirement. For as long as you are attuned to a leyline, you always have these spells prepared, and they don't count against the number of spells you can prepare each day. Leyline spells are not copied into your spellbook. If you gain access to a spell that doesn't appear on the wizard spell list, the spell is nonetheless a wizard spell for you.

LEYLINE SPELLS

ARCTIC

Wizard Level	Leyline Spells
1st	<i>grease</i>
3rd	<i>hold person</i>
5th	<i>slow</i>
7th	<i>ice storm</i>
9th	<i>cone of cold</i>

COAST

Wizard Level	Leyline Spells
1st	<i>thunderwave</i>
3rd	<i>mirror image</i>
5th	<i>call lightning</i>
7th	<i>control water</i>
9th	<i>conjure elemental (air or water only)</i>

DESERT

Wizard Level	Leyline Spells
1st	<i>color spray</i>
3rd	<i>blur</i>
5th	<i>daylight</i>
7th	<i>blight</i>
9th	<i>seeming</i>

FOREST

Wizard Level	Leyline Spells
1st	<i>entangle</i>
3rd	<i>barkskin</i>
5th	<i>conjure animals</i>
7th	<i>shape plants*</i>
9th	<i>tree stride</i>

GRASSLAND

Wizard Level	Leyline Spells
1st	<i>elevated sight*</i>
3rd	<i>gust of wind</i>
5th	<i>wind wall</i>
7th	<i>freedom of movement</i>
9th	<i>commune with nature</i>

MOUNTAIN

Wizard Level	Leyline Spells
1st	<i>fog cloud</i>
3rd	<i>silence</i>
5th	<i>sleet storm</i>
7th	<i>stoneskin</i>
9th	<i>wall of stone</i>

SWAMP

Wizard Level	Leyline Spells
1st	<i>veil of dusk*</i>
3rd	<i>spike growth</i>
5th	<i>stinking cloud</i>
7th	<i>giant insect</i>
9th	<i>insect plague</i>

THRUM OF THE LAND

Also at 2nd level, you learn how to channel energy from a leyline to supplement your spells, infusing them with power. Whenever you are in an environment that matches a leyline to which you are attuned, you can apply one of the following benefits to any leyline spell you cast (chosen when you cast the spell):

- You gain a +2 bonus to attack rolls made with this spell.
- You gain a +1 bonus to your spell save DC for this spell.
- You have advantage on Constitution saving throws you make to maintain concentration on this spell, and you can concentrate on this spell for up to twice its normal duration.

At 14th level, you can apply one of these benefits to a single spell of 6th level or higher when you cast it, so long as you are in an environment that matches a leyline to which you are attuned. You can't use this feature again until you have completed a long rest.

BIORHYTHM

At 6th level, you learn to channel the leyline's energies to augment your body's natural healing. As long as you are attuned to a leyline, whenever you use your Arcane Recovery feature to regain expended spell slots, you regain 1d8 hit points for each spell slot you recover.

Additionally, when you complete a short rest in a natural setting, you can attune yourself to a different leyline, following the rules of your Natural Attunement feature.

NATURAL DISRUPTION

By 10th level, you can channel energy from your leyline to disrupt others' magic. You can cast counterspell or dispel magic without expending a spell slot at the level of the highest spell slot available to you.

Once you use this feature, you can't use it again until you finish a long rest.

LEYLINE WEAVING

At 14th level, you have learned how to tap into the interconnected network of distant leylines, temporarily infusing even unnatural or hostile environments with their power. By spending 1 hour in meditation, you can draw on the power of a distant leyline to temporarily create a new one in your location. When you do this, you may choose any one terrain from the **Leyline Spells** tables and attune yourself to its leyline. The terrain of this leyline does not need to match the terrain you are currently in. Your new leyline affects a 1-mile radius area from the spot you meditated upon, which counts as the terrain of the leyline you attuned to for the purposes of using your leyline abilities. It is hard for a leyline to take root in unfamiliar spaces, and after 24 hours, this effect dissipates. Once you use this feature, you can't do so again until you finish a long rest.

By using this ability to create the same type of leyline on the same spot each day for a full year, you can cause the effect to become permanent. This will forever alter the natural landscape within the zone you created, and you can choose whether the environment within this zone matches your new leyline or combines the features of its terrain with those naturally present.



Appendix A: Bestiary

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AMPHITHERE

The amphithere is a large aquatic serpent with a spiny tail fin and two large pectoral fins which it can flap to achieve powered flight. Its mouth contains venom-filled fangs as well as a forked tongue which it can use to sense its prey. Though it primarily resides in the sea feeding on schools of fish, it uses its fins to fly over coastal land to hunt whatever it can catch when fish are scarce.

AMPHITHERE

LARGE MONSTROSITY, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 120 (16d10 + 32)
Speed 40 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	5 (-3)	13 (+1)	10 (+0)

Saving Throws Dex +6, Wis +4

Skills Acrobatics +6, Insight +4, Perception +4

Senses blindsight 30 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Amphibious. The amphithere can breathe air and water.

Fleet of Fin. The amphithere can take the Dash or Disengage action as a bonus action.

ACTIONS

Multiattack. The amphithere makes two attacks, one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Poison Breath (Recharge 5–6). The amphithere exhales a blast of stinging venom in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this attack remains stable but is poisoned for 1 hour, even after regaining hit points. If a creature has total cover from the amphithere, it is not affected by the breath attack.

INFANT AMPHITHERE

SMALL MONSTROSITY, UNALIGNED

Armor Class 16 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 10 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	5 (-3)	10 (+0)	12 (+1)

Skills Acrobatics +6, Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Amphibious. The amphithere can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 5 (2d4) poison damage.

Poison Breath (Recharge 5–6). The young amphithere exhales a blast of stinging venom in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this attack remains stable but is poisoned for 1 hour, even after regaining hit points. If a creature has total cover from the young amphithere, it is not affected by the breath attack.



COSMOTH

Cosmoths are gigantic insects that migrate across Wesden on scintillating wings. They have been bred by farmers over generations into a dazzling array of shapes and colors. In their adult form, their main defense is being inedible to most creatures. Should that fail, cosmoths will defend themselves with their powerful claws.

COSMOTH CATERPEDE

Caterpedes are the larval form of the cosmoth. These hefty creatures have long, soft bodies with many sucker-like legs. They sport different patterns on their slick skin depending on the variety of cosmoth they will become. Caterpedes have resilient bodies and happily consume incredibly toxic plants and fungi. The poisons from its food are stored in a special organ, which can be cut out to make caterpede meat safe for consumption. However, once caterpedes transform into cosmoths, the poison spreads through their bodies and protects against predators. Wild caterpedes lack this organ, requiring that their meat be carefully purified before consumption.

VARIANT: TOXIC CATERPEDES

A handful of wild caterpedes can be found in the Wood, and some are toxic. Their meat can be rendered edible through a *purify food and drink* spell or similar effect, or through careful draining of its internal fluids, requiring 24 hours of preparation and a successful DC 15 Wisdom (Survival) check to remove its toxins.

Toxic caterpedes use the same statistics listed for a caterpede, but with the following additions:

Damage Immunities. The caterpede is immune to poison damage instead of resistant to it.

Condition Immunities. The caterpede is immune to the poisoned condition.

The toxic caterpede also has the following trait:

Bitter Taste. If the caterpede takes damage from a bite attack, the attacker takes 7 (2d6) points of poison damage and must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.

DUSKTAIL

Black-tailed squirrels called dusktails are found across Humblewood. Dusktails are swift, agile, and intelligent. Dusktails can eat just about anything, and are adept at sneaking into seed stores where they can quickly deplete food supplies if given the chance.

EMBERBAT

Curious and gentle creatures, these tiny bats have ashen fur and noses which sport a small candle-sized flame.

EVERBUG

These two-foot-long beetles have shells in a range of reds, yellows, and oranges, with anywhere from eight to twelve black spots on their back. They are often kept as pets and seen as signs of good luck, as they feast on many common garden pests, including the dreaded gimlet. When threatened, they can ooze a noxious-smelling liquid from their carapace to ward off predators.

FINE FAMILIARS.

You can summon an everbug as your familiar.

FIRELANCE

These foot-and-a-half-long wasps are a seasonal pest around Alderheart, drawn to the tree in the summer months by the blooming of giant orchids known as witherhearts. They are named for their red-orange coloration, as well as for the burning pain caused by their venom. Firelances are easily provoked and quick to sting. Firelances possess a potent venom that is coveted by assassins for both its availability and its lethality.

FIRELANCE POISON

The venom of the firelance can be brewed into a potent poison that has the following statistics:

Firelance Venom (Injury). This poison is harvested from the venom sac of a dead or incapacitated firelance.

A creature subjected to this poison must make a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save or half as much damage on a successful one. If the poison damage reduces a creature to 0 hit points, it is poisoned for 1 hour, even after regaining hit points. A single dose of this poison costs 300 gold pieces.

FOREST PROWLER

Forest prowlers feature prominently throughout folktales in Humblewood, notably as monsters in frightful stories. These cat-like beasts have the unique ability to grow leaves and moss on their spotted fur, allowing them to camouflage perfectly within the forest canopy.

GARGATH

Gargaths are massive bison-like creatures native to the Gargan Steppe in the land of Firnveldt. They are gentle creatures, herded by nomads who care for them and harvest their wool and milk.

GLASSBEETLE

These over one-foot-long beetles have mirrored shells and translucent bodies that make them look as though they are made of living glass. The males of this species can play the insides of their wing casings like a glass harp to issue a hauntingly beautiful song used to call mates.

COSMOTH

LARGE BEAST, UNALIGNED

Armor Class 13
Hit Points 52 (7d10 + 14)
Speed 20 ft., climb 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	3 (-4)	15 (+2)	9 (-1)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 2 (450 XP)

Bitter Taste. If the cosmoth takes damage from a bite attack, the attacker takes 7 (2d6) points of poison damage and must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.

Keen Smell. The cosmoth has advantage on Wisdom (Perception) checks that rely on smell

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 17 (6d4 + 2) piercing damage.

CATERPEDE

MEDIUM BEAST, UNALIGNED

Armor Class 8
Hit Points 30 (4d8 + 12)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	16 (+3)	1 (-5)	13 (+1)	2 (-4)

Damage Resistances bludgeoning, piercing, poison

Condition Immunities blinded, deafened

Senses blindsight 30 feet (blind beyond this radius), passive Perception 6

Languages —
Challenge 1/8 (25 XP)

Spider Climb. The caterpede can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 5 (1d10) piercing damage.



Dusktails

DUSKTAIL

TINY BEAST, UNALIGNED

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	4 (-3)	13 (+1)	3 (-4)

Skills Acrobatics +5, Perception +3

Senses passive Perception 13

Languages —
Challenge 0 (10 XP)

Keen Hearing and Sight. The dusktail has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Resilience. The dusktail has advantage on saving throws made to resist being poisoned.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

EVERBUG

TINY BEAST, UNALIGNED

Armor Class 14 (natural armor)
Hit Points 4 (1d4 + 2)
Speed 30 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	15 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

Keen Smell. The everbug has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Noxious Defense (1/Day). The everbug secretes a noxious liquid with a potent stench. For the next minute, each creature that starts its turn within 5 feet of the everbug, or that enters within 5 feet of the everbug for the first time each turn must succeed on a DC 12 saving throw against the stench or become poisoned until the start of its next turn.

FIRELANCE

TINY BEAST, UNALIGNED

Armor Class 13 (15 when flying)
Hit Points 7 (2d4 + 2)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	12 (+1)	3 (-4)	11 (+0)	3 (-4)

Skills Acrobatics +5, Perception +2
Senses passive Perception 12
Languages —
Challenge 1 (200 XP)

Evasive Maneuvers. While flying, the firelance's armor class is equal to its passive Acrobatics check.

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is poisoned for 1 hour, even after regaining hit points.

EMBERBAT

TINY BEAST, UNALIGNED

Armor Class 12
Hit Points 2 (1d4)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses Blindsight 60ft., passive Perception 11
Languages —
Challenge 0 (10 XP)

Echolocation. The emberbat can't use its blindsight while deafened.

Keen Hearing. The emberbat has advantage on Wisdom (Perception) checks that rely on hearing.

Ember Flame. The emberbat can create a flame from its nose at will. It sheds bright light in a 5-foot radius and dim light in another 5 feet beyond this. This effect lasts until it is dismissed, which the emberbat can do at anytime. When lit, the flame also provides a small damage boost to the emberbat's bite (already included in stat block).

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 1 fire damage.



Christina Kraus

FOREST PROWLER

LARGE BEAST, UNALIGNED

Armor Class 16 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft., climbing 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	4 (-3)	14 (+2)	9 (-1)

Skills Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 4 (1,100 XP)

Natural Camouflage. The prowler has advantage on Dexterity (Stealth) checks made in the forest. Creatures

who attack a target that cannot see them have advantage on their attack roll.

Pounce. If the prowler moves at least 10 feet toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. The prowler can use its bonus action to make another claw attack against this target.

Ambuscade. The prowler can take the Dash or Hide action as a bonus action.

ACTIONS

Multiattack. The prowler makes two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target of the bite attack is prone, it takes an additional 4 (1d8) piercing damage.

JUVENILE FOREST PROWLER

LARGE BEAST, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft., climbing 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	4 (-3)	13 (+1)	9 (-1)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Natural Camouflage. The prowler has advantage on Dexterity (Stealth) checks made in the forest. Creatures

who attack a target that cannot see them have advantage on their attack roll.

Pounce. If the prowler moves at least 10 feet toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. The prowler can use its bonus action to make another claw attack against this target.

Ambuscade. The prowler can take the Dash or Hide action as a bonus action.

ACTIONS

Multiattack. The prowler makes one claw attack and one bite attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target of the bite attack is prone, it takes an additional 4 (1d8) piercing damage.

GARGATH

HUGE BEAST, UNALIGNED

Armor Class 14 (natural armor)
Hit Points 66 (7d12 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	5 (-3)	12 (+1)	5 (-3)

Senses passive Perception 11
Languages —
Challenge 4 (1,100 XP)

Cold Tolerance. The gargath can exist comfortably in temperatures as low as -50 degrees Fahrenheit. It has advantage on Constitution saving throws made to resist effects that deal cold damage.

Stampede. If the gargath moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the gargath can then make one Stomp attack against it as a bonus action.

ACTIONS

Ram. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage.

GLASSBEETLE

TINY BEAST, UNALIGNED

Armor Class 13 (natural armor)
Hit Points 7 (2d4 + 2)
Speed 20 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	12 (+1)	2 (-4)	11 (+0)	13 (+1)

Skills Perception +2
Senses passive Perception 13
Languages —
Challenge 1/8 (25 XP)

Keen Hearing and Smell. The everbug has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Shatterbite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage + 3 (1d6) thunder damage.

Glass Song (1/Day). The glassbeetle weaves a strange and beautiful melody, which it can maintain for up to 10 minutes, or until its concentration ends (as if concentrating on a spell). Creatures within 100 feet of the glassbeetle who can hear this song must succeed on a DC 12 Intelligence saving throw or become charmed by the glassbeetle for as long as they can hear the music.

NIGHTMARE

Nightmares are shadowy manifestations of Arrevis Fleet's anguish and fear, conjured by his mind after being touched by Kren's cruelty. These creatures are compelled to tear him and anyone else in the dreamscape limb from limb.

The types of nightmares encountered in the dreamscape are described below.

JERBEEN HORROR

This nightmare was conjured from Arrevis' grief over losing his friend Chimdry, and takes the form of an emaciated jerbeen, wreathed in darkness, and dripping black pools of ichor wherever it walks. Its chilling touch saps both warmth and life.

KREN'S FANG

This nightmare was conjured from Arrevis' mortal fear of the Amaranthine Kren, whose wrath he now dreads after breaking ties with the devotees. It takes the shape of a ferocious shadowy fox with two tails and glistening fangs.

SHADOWBEAST

This nightmare is conjured from Arrevis' fear of the common folk's reprisal for his ill deeds. It appears as a large, shadowy, mapach-headed creature with disproportionately large forearms and a bristling hide made of fur as sharp as needles.

It moves hunched over, walking on its enormous forearms. Its face is a mask of rage, and it indiscriminately attacks anything not from the dreamscape.

VULPIN HORROR

This nightmare is conjured from Arrevis' shame and guilt at what he had become during his time working for the devotees of Kren. It is a devilish, vulpin-like creature with curved horns sprouting from its brow, and dark feathered arms with talons like a raptor. Should Arrevis fight it, it takes every opportunity to taunt him, calling him a fool for ever thinking he could ever be redeemed.

JERBEEN HORROR

SMALL ABERRATION, NEUTRAL EVIL

Armor Class 14 (studded leather)
Hit Points 45 (7d6 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 13
Languages Birdfolk, Jerbeen
Challenge 3 (700 XP)

Death in Shadow. When the jerbeen horror dies, its body and its equipment dissolve into shadows and disappear, leaving nothing behind.

ACTIONS

Multiattack. The jerbeen makes three dagger attacks or two shortbow attacks. It can use its Frostbite Touch in place of one dagger attack.

Frostbite Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) cold damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Dagger. *Melee or ranged Weapon Attack:* +4 to hit, reach 5 ft., range 20/60 feet, one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



KREN'S FANG

LARGE ABERRATION, LAWFUL EVIL

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +5
Damage Immunities psychic
Senses darkvision 120 ft, passive Perception 15
Condition Immunities charmed, frightened, exhaustion
Languages all, telepathy 120 ft.
Challenge 3 (700 XP)

Death in Shadow. When the fang dies, its body dissolves into shadows and disappears, leaving nothing behind.

Keen Hearing and Smell. The fang has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shadow Sight. Magical darkness doesn't impede the fang's darkvision.

Shadow Stalk. The fang can hover 5 feet above land or water as part of its movement, requiring no action. While hovering, it is unaffected by difficult terrain and makes no sound as it moves.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Shadow Manipulation (Recharge 5–6). The fang conjures chilling shadows near itself. Each creature in a 15-foot cube originating from the fang must make a DC 12 Constitution saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. The area inside the cube is heavily obscured by magical darkness until the start of the fang's next turn.

SHADOWBEAST

LARGE ABERRATION, CHAOTIC EVIL

Armor Class 14 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	11 (+0)	15 (+2)	14 (+2)

Saving Throws Str +6, Con +6, Wis +5, Cha +5
Skills Athletics +6, Intimidation +6, Perception +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 feet, passive Perception 18
Languages can understand all languages, but can't speak
Challenge 5 (1,800 XP)

Death in Shadow. When the shadowbeast dies, its body and its equipment dissolve into shadows and disappear, leaving nothing behind.

Bristling Hide. At the start of each of its turns, the shadowbeast deals 5 (1d10) piercing damage to any creature grappling it.

Shadow Sight. Magical darkness doesn't impede the shadowbeast's darkvision.

Magic Resistance. The shadowbeast has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The shadowbeast makes three melee attacks: one with its tail and two with its slam. Alternatively, it can use Spit Flame twice.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Spit Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

VULPIN HORROR

MEDIUM ABERRATION, NEUTRAL EVIL

Armor Class 14 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	8 (-1)	12 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities psychic
Condition Immunities charmed, frightened, exhaustion
Senses darkvision 60 ft., passive Perception 13
Languages Birdfolk, Vulpin, can understand Auran but can't speak it
Challenge 2 (450 XP)

Death in Shadow. When the vulpin horror dies, its body dissolves into shadows and disappears, leaving nothing behind.

Shadow Sight. Magical darkness doesn't impede the vulpin horror's darkvision.

Shadowed Guile. The vulpin horror's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *vicious mockery*

1/day each: *ambush prey**, *bane*, *mirror image*

*Indicates a spell from the *Humblewood Campaign Setting*

ACTIONS

Multiattack. The vulpin horror makes one attack with its bite and one with its talons.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 2) piercing damage.

ROSSELBUCK

An ancient fey spirit of Humblewood, more commonly known as "the Loper" in various tall tales told by hunters throughout the Wood. It is a docile creature that appears only fleetingly to help lost or injured travelers, before bounding away at incredible speed.

CORRUPTED ROSSELBUCK

When the Rosselbuck is corrupted by the influence of *the thorn of kren* it appears as a ghastly bestial creature that only wishes to hunt and kill.

ROSSELBUCK

HUGE FEY, NEUTRAL

Armor Class 14
Hit Points 123 (13d12 + 39)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	17 (+3)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +7, Wis +6
Skills Athletics +4, Insight +6, Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 16
Languages understands Cervan and Sylvan but can't speak; telepathy 120 ft.
Challenge 8 (3,900 XP)

Magic Resistance. The Rosselbuck has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Rosselbuck's weapon attacks are magical.

Loping Glide. When falling or long jumping at least 30 feet, the Rosselbuck can spend a reaction to fly up to twice its speed in one direction as it descends. The Rosselbuck lands in an unoccupied space at the end of its movement and takes no falling damage.

Standing Leap. The Rosselbuck's long jump is up to 60 feet, and its high jump is up to 40 feet, with or without a running start.

ACTIONS

Multiattack. The Rosselbuck makes one antler attack and one kick attack.

Antler. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Kick. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Deadly Leap. If the Rosselbuck jumps or glides at least 30 feet as part of its movement, it can land on its feet in a space occupied by one or more other creatures. Each of these creatures must succeed on a DC 16 Dexterity saving throw or be knocked prone and take 26 (6d6 + 5) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the Rosselbuck's space into an adjacent unoccupied space of its choice. If no unoccupied space is within range, the creature instead falls prone in the Rosselbuck's space.

LEGENDARY ACTIONS

The Rosselbuck can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Rosselbuck regains all spent legendary actions at the start of its turn.

Kick. The Rosselbuck makes a kick attack.

Mantle of Spring Everlasting (Costs 2 Actions).

The Rosselbuck spreads its wings, summoning a pocket of springtime breeze to its surroundings. All allies within 30 feet of the Rosselbuck gain 10 temporary hit points and may immediately spend up to 2 Hit Dice to recover hit points as though they were taking a short rest.



CORRUPTED ROSSELBUCK

HUGE FEY, NEUTRAL EVIL

Armor Class 15 (natural armor)
Hit Points 123 (13d12 + 39)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	17 (+3)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +8, Wis +7

Skills Athletics +5, Insight +7, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 17

Languages understands Cervan and Sylvan but can't speak; telepathy 120 ft.

Challenge 9 (5,000 XP)

Kren's Gifts. The Rosselbuck has advantage on all Wisdom (Perception) and Wisdom (Survival) checks. The Rosselbuck can also make a bite attack as a bonus action on each of its turns.

Magic Resistance. The Rosselbuck has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Rosselbuck's weapon attacks are magical.

Predatory Aura. Any creature that ends its turn within 10 feet of the Rosselbuck must succeed on a DC 13 Wisdom saving throw or take 4 (1d8) necrotic damage.

Loping Glide. When falling or long jumping at least 30 feet, the Rosselbuck can spend a reaction to fly up to twice its speed in one direction as it descends. The Rosselbuck lands in an unoccupied space at the end of its movement and takes no falling damage.

Standing Leap. The Rosselbuck's long jump is up to 60 feet and its high jump is up to 40 feet, with or without a running start.

ACTIONS

Multiattack. The Rosselbuck makes one antler attack and one kick attack.

Antler. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 2 (1d4) necrotic damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 2 (1d4) necrotic damage.

Kick. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage plus 2 (1d4) necrotic damage.

Deadly Leap. If the Rosselbuck jumps or glides at least 30 feet as part of its movement, it can then use this action to land on its feet in a space occupied by one or more other creatures. Each of these creatures must succeed on a DC 17 Dexterity saving throw or be knocked prone and take 26 (6d6 + 5) bludgeoning damage and 2 (1d4) necrotic damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the Rosselbuck's space into an adjacent unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the Rosselbuck's space.

LEGENDARY ACTIONS

The Rosselbuck can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Rosselbuck regains all spent legendary actions at the start of its turn.

Kick. The Rosselbuck makes a kick attack.

Howl of the Predator (Costs 2 Actions). The Rosselbuck releases an unnatural, terrifying howl. Each creature within 30 feet of the Rosselbuck that can hear the howl must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. Creatures who fail the saving throw are also restrained until the end of the Rosselbuck's next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SLICAR

These large monitor lizards are native to the jungles of the Tanglewolds and have an upright stance with long limbs suited for running down prey. Their bite is powerful and venomous.

SLICAR

LARGE BEAST, UNALIGNED

Armor Class 14 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +4
Senses darkvision 30 ft., passive Perception 12
Languages —
Challenge 1/2 (100 XP)

Keen Smell. The slicar has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (2d4) poison damage. The target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

SLIME

Slimes are magical oozes with strange properties. Slimes provide an important role in many ecosystems across Humblewood, as their bodies can digest just about anything. The bodies of slimes are also sought after for use in potion making.

ANIMATED SLIME

Animated slimes can morph into common objects for various uses: tables, benches, etc. Some have used them to help furnish the homes of the poor. Some animated slimes have gone rogue, acting as mundane pieces of furniture to lure prey into their clutches.

CURSED SLIME

These fearsome looking slimes were once benign, until they became warped and cursed through Lendarick's esoteric experiments.

FUNGUSFEASTER

These silvery-grey slimes feast on the fungus found in Alderheart's roots. Though they are a pest to threadgrass farmers in large numbers, they help keep harmful varieties of fungus at bay.

SLIME FAMILIAR

A benign slime altered by magic and made into a familiar. These slimes come in a variety of colors and are intensely curious.

SLIME KING

Lendarick's current form is a half-slime, half-luma monstrosity. A birdfolk skull adorns each of the Slime King's shoulders, making him look like a three-headed horror. The back of the partially decomposed body is decorated with cervan horns, swords, and other monstrous protrusions. The Slime King carries a greatsword hewn from the bone of some massive creature and infused with the powers of cursed slimes.

ANIMATED SLIME

MEDIUM OOZE (SHAPECHANGER), UNALIGNED

Armor Class 12 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5
Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 2 (450 XP)

Shapechanger. The animated slime can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (Object Form Only). While the animated slime remains motionless, it is indistinguishable from an ordinary object.

Grappler. The animated slime has advantage on attack rolls against any creature grappled by it.

Occasionally Adhesive (Object Form Only). The animated slime can use a bonus action to become sticky and adhere to anything that touches it. A Huge or smaller creature adhered to the animated slime is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage. The animated slime can become non-adhesive at any time.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the slime is in object form, the target is subjected to its Occasionally Adhesive trait (if it is currently active).

SLIMESWORN CULTIST

The cultists are folk from the roots who passed and were reanimated with slime magic woven into cloth. They can be of any race. In an attempt to make them look less frightening, Lendarick fashioned the magic cloth into robes, leaving only their heads and claws exposed. The robes are painted with dark slime in swirling patterns. The cultists are controlled by the robes, and if the robes are engulfed in fire, the corpse crumples to the floor.

STICKY SLIME

A semi-solid type of ooze, sticky slimes are far more robust than their cousins. Experienced slime wranglers know never to attack them directly with weapons. The rubbery bodies of sticky slimes can suck a blade out of a wielder's hands, leaving the attacker unarmed.

CURSED SLIME

MEDIUM OOZE, NEUTRAL EVIL

Armor Class 8
Hit Points 30 (4d8 + 12)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities acid, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Amorphous. The cursed slime can move through a space as narrow as 1 inch wide without squeezing.

Cursed. Any creature that touches the slime or hits it with a melee attack must succeed on a DC 12 Wisdom saving throw or take 2 (1d4) psychic damage.

Spider Climb. The slime can climb difficult surfaces, including vertically and upside down, without making an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) psychic damage.

REACTIONS

Slime Curse. The cursed slime splashes a sticky, foul-smelling residue on a creature within 30 feet of it that hits it with an attack. The target must succeed on a DC 13 Wisdom saving throw or become cursed until the end of the slime's next turn. Creatures under this curse have disadvantage on attack rolls and saving throws.



Frank Wade

Animated Slime

FUNGUSFEASTER

SMALL OOZE, UNALIGNED

Armor Class 8
Hit Points 19 (3d6 + 9)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	4 (-3)	1 (-5)

Skills Stealth +2
Damage Resistances acid, cold, necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1/4 (50 XP)

Amorphous. The fungusfeaster can move through a space as narrow as 1 inch wide without squeezing.
Fungiphage. The fungusfeaster's pseudopod attack deals an extra 4 (1d8) necrotic damage to fungi and fungus creatures such as shriekers and violet fungi. The fungusfeaster regains hit points equal to the necrotic damage dealt.
Spider Climb. The fungusfeaster can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) acid damage.

SLIMESWORN CULTIST

MEDIUM OOZE, CHAOTIC EVIL

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	3 (-4)	1 (-5)	1 (-5)

Damage Vulnerabilities fire
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5
Challenge 2 (450 XP)

Antimagic Susceptibility. The slimesworn cultist is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the slimesworn cultist must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.
Dead Accurate. If the slimesworn cultist is motionless, it looks merely like a dead mage.

ACTIONS

Multiattack. The slimesworn cultist makes two melee attacks.
Fabric Tendrils. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 12). Until this grapple ends, the target is also restrained and must succeed on a DC 12

SLIME FAMILIAR

SMALL OOZE, CHAOTIC GOOD

Armor Class 6
Hit Points 13 (2d8 + 4)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	3 (-4)	14 (+2)	6 (-2)	6 (-2)	18 (+4)

Damage Immunities bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1/8 (25 XP)

Adorable Monstrosity. The slime has advantage on Charisma (Performance) and Charisma (Persuasion) checks.

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.
Cute. The slime is adorable. It can cast *charm person* once per day without material components.
Mucus. When the slime is hit by a melee attack, the attacker must succeed on a DC 12 Strength saving throw or their weapon becomes stuck in the slime. The weapon can be wrenched out by using an action to make a DC 12 Strength (Athletics) check, freeing the weapon on a success. All weapons stuck in the slime can be retrieved once the slime is slain.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.



SLIME KING

LARGE OOZE, CHAOTIC EVIL

Armor Class 13 (natural armor)
Hit Points 172 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	20 (+5)	14 (+2)	10 (+0)

Saving Throws Wis +5, Cha +3

Skills Perception +6

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Innate Spellcasting. The Slime King's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *acid splash*, *color spray*, *web*

3/day each: *bestow curse*, *sleet storm*, *stinking cloud*

1/day: *cone of cold*

Multiple Heads. The Slime King has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. While the Slime King sleeps, at least one of its heads is awake.

Wallow in Waste. The Slime King is immune to the effects of noxious gasses, such as those caused by the *stinking cloud* and *cloudkill* spells.

Watchful Skulls. The Slime King has two extra reactions that can be used only for opportunity attacks.

ACTIONS

Multiattack. The Slime King makes three Bite attacks. It can replace one of its Bite attacks with a Slimeforged Blade attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Slimeforged Blade. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage. If the Slime King attacks a creature and rolls a 20 on its attack roll, the target is paralyzed until the end of its next turn.

LEGENDARY ACTIONS

The Slime King can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Slime King regains all spent legendary actions at the start of its turn.

Bite. The Slime King makes a Bite attack.

Slimecasting. The Slime King casts *acid splash* or *web*.

Spread the Curse (Costs 3 Actions). The Slime King sends out a spray of bone and slime. All enemies in a 10-foot radius centered on the Slime King must make a DC 14 Dexterity saving throw, taking 3 (1d6) piercing damage and 3 (1d6) acid damage on a failed save, or half as much damage on a successful one. The slime king can then cast *bestow curse* on any creature that failed its saving throw.

STICKY SLIME

MEDIUM OOZE, UNALIGNED

Armor Class 6
Hit Points 13 (2d8 + 4)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	3 (-4)	14 (+2)	1 (-5)	6 (-2)	1 (-2)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/8 (25 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Slime Trail. The slime leaves a trail of ooze behind it that remains tacky for up to 15 minutes. A creature that steps in the ooze must succeed a DC 12 Strength saving throw or become restrained. A creature may attempt the saving throw again at the end of each of its turns, ending the effect on a success.

Mucus. When the slime is hit by a melee attack, the attacker must succeed on a DC 12 Strength saving throw, or their weapon becomes stuck in the slime. The weapon can be wrenched out by using an action to make a Strength (Athletics) check against the same DC, freeing the weapon on a success. All weapons stuck in the slime can be retrieved once the slime is slain.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

GIMLET SWARMS

Gimlets are rat-sized beetles that live in trees, where they bore into the wood to lay their eggs. When the eggs hatch, the beetle's larvae consume the tree by dissolving its wood and bark, which can kill smaller trees or those suffering from rot or disease. Larger trees can generally withstand an infestation, and the grown beetles are harmless to the tree outside of the times when they need to reproduce. Swarms of these beetles or their larvae, however, can cause significant harm to younger trees.

VARIANT: GIMLET LARVAE

Swarms of gimlet larvae are just as damaging to the tree as the beetle themselves. They use the same statistics listed for a swarm of gimlets, but with the characteristics described here.

Swarm of Gimlet Larvae. A swarm of gimlet larvae has the following traits:

Speed. The swarm of Gimlet larvae has a movement speed of 10 feet and a climb speed of 10 feet. It cannot fly.

The swarm of gimlet larvae loses the bite attack listed in the swarm of gimlet's stat block and instead gains the following attack:

Acidic Mucus. *Melee Weapon Attack:* +3 to hit, reach 0 ft., all targets in the swarm's space. *Hit:* 5 (2d4) acid damage, or 2 (1d4) acid damage if the swarm has half of its hit points or fewer.

SWARMS

BLUEBEE SWARMS

These sapphire blue-hued bees have a potent venom, and anyone stung by them drifts into a deep, dreamless slumber that can last for hours. When swarming, they are dangerous, though bluebees can be pacified by using smoke to disorient them.

DUSKTAIL SWARMS

Small groups of dusktails are a nuisance. However, malevolent forces and dark magics can whip these creatures into a frenzy and create dangerous dusktail swarms. While swarming, dusktails will attack nearly anything they can see with a flurry of bites and can prove deadly to creatures more than double their size.



SWARM OF BLUEBEES

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

Armor Class 13 (natural armor)
Hit Points 22 (5d8)
Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Smoke Weakness. If a swarm starts its turn in a space that is either partially or entirely covered by smoke, its attacks have disadvantage until the start of its next turn.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw or take 10 (4d4) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable, but remains unconscious, even after regaining hit points. An unconscious creature can be woken by taking an action to shake it awake, otherwise the creature will awaken in 8 hours.

SWARM OF DUSKTAILS

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

Armor Class 13
Hit Points 24 (7d8 - 7)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	8 (-1)	4 (-3)	13 (+1)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The swarm has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Resilience. The swarm has advantage on saving throws made to resist being poisoned.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny squirrel. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.



Gimlet

SWARM OF GIMLETS

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

Armor Class 12 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 20 ft., climb 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	13 (+1)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Woodbore. The swarm can burrow up to its speed through solid wood and tree bark, and its attacks ignore the damage threshold of objects made of wood.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage and 5 (2d4) acid damage, or 2 (1d4) piercing damage and 2 (1d4) acid damage if the swarm has half of its hit points or fewer.

WAKEWYRM

Wakewyrms are massive reptiles that have aspects of both snakes and eels. On rare occasions they've been spotted close to the shores of the Talongrip Coast, though many are quick to dismiss these accounts. Their name originates from the powerful tidal waves their bodies cause, which pose a considerable threat to nearby vessels.

Ocean Tales. Despite their size, wakewyrms are elusive, able to hide within the vast expanse of the ocean. The rarity of this creature has bred many rumors about the exact nature of wakewyrms. All sailors know at least a few stories about bizarre creatures of the sea, including fantastical accounts of wakewyrms that lurk in the ocean's gloomy depths, able to sink an entire fleet of ships. Such tales are more often fabrications than not, as few have actually encountered these creatures.

Devourer from the Depths. Wakewyrms can grow up to one hundred feet long, and weigh over 100 tons. Their lashing tails, snapping jaws, and huge bodies can deal significant damage to a ship's hull, though they prefer to swallow sailors whole, swiftly pulling them into the fathoms below with hardly more than a splash. Filling their gullet with as many creatures as possible, wakewyrms let their strong stomachs take care of their meals. While a fine tactic for devouring fish or other large marine creatures, wakewyrms that swallow adventurers whole sometimes find the snack too much to handle.

Ship Wreckers. Though wakewyrms rarely encounter sailing vessels as they cross the ocean looking for food, when they do, the results are often violent. Afterwards, all that remains is nothing but a derelict phantom ship, found wrecked against the rocks of distant shores.

YOUNG WAKEWYRM

LARGE BEAST, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	3 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Hold Breath. The young wakewyrm can hold its breath for 1 hour.

Plaintive Cry. The young wakewyrm can spend a bonus action to call for its mother. As long as its mother is within 150 feet, and can hear its young, the mother may spend its reaction to swim up to 50 feet toward the young wakewyrm.

ACTIONS

Multiattack. The young wakewyrm makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

WAKEWYRM

HUGE BEAST, UNALIGNED

Armor Class 16 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	3 (-4)	12 (+1)	3 (-4)

Senses passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Hold Breath. The wakewyrm can hold its breath for 1 hour.

ACTIONS

Multiattack. The wakewyrm makes two attacks, one with its bite and one with its tail, or two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. The target must succeed on a DC 16 Strength saving throw or be grappled (escape DC 16). The wakewyrm can only grapple one creature at a time, and cannot make bite attacks against other creatures while it has a creature grappled.

Tail. *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Swallow. The wakewyrm makes a bite attack against a Large or smaller creature it is grappling, and if the attack hits the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the wakewyrm, and it takes 11 (3d6) acid damage at the start of each of the wakewyrm's turns. If the wakewyrm takes 18 or more points of damage from a creature inside of it, the wakewyrm must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the wakewyrm. If the wakewyrm dies, a swallowed creature is no longer restrained by it, and it can escape from the corpse using 20 feet of movement. After death, internal gasses keep the wakewyrm's body afloat for several hours, before it begins to sink gradually to a watery grave.

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Appendix B: Non-Player Characters 195

ASTER THE THORN

SMALL HUMANOID (HEDGE), NEUTRAL EVIL

Armor Class 17 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 35 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Skills Deception +5, Insight +4, Intimidation +4, Perception +4, Survival +4

Senses passive Perception 14

Languages Birdfolk, Hedge, Thieves' cant; can speak with beasts of any size which represent spiders, insects, worms, or bugs

Challenge 3 (700 XP)

Bandit Fighting. When Aster hits with a melee attack, he can spend a bonus action to either take the Disengage action or attempt to trip the target of his attack. A creature he attempts to trip must succeed on a DC 13 Strength saving throw or be knocked prone.

Bandit Flight. Whenever Aster takes the Dash or Disengage actions in combat, difficult terrain doesn't cost him extra movement that turn.

ACTIONS

Multiattack. Aster makes two melee attacks with his barbed longsword. If using his longsword with one hand, he can also make an attack with either his shortsword or hand crossbow.

Barbed Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands. When Aster scores a critical hit with this weapon, his attack deals an extra 7 piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Curl Up. Aster curls up into a spiny ball. While curled up in this way, he cannot move, attack, or cast spells with somatic components, and his base armor class becomes 19. Any creature that misses Aster with a melee attack while he is curled up takes 2d4 points of piercing damage from his sharp quills. If a creature hits Aster while he is curled up, however, Aster is knocked prone in his space at the end of the turn. Aster may uncurl himself at any point during his turn.

FINNEAS "BULLYBIRD" KLAWK

Bullybird, also known as Finneas Klawk, is a gallus high-wayman with ties to several criminal organizations across Alderheart. What Bullybird lacks in cunning he more than makes up for in brawn and tenacity. Those who've tried to fight him have learned the hard way that he makes good on his threats.

CLUVUS "THE GODFEATHER" LIGHTBREEZE

The elusive crime boss of the criminal syndicate called the Killer Flock. The Godfeather lived in hiding among Alderheart's high society as the well-to-do Cluvus Lightbreeze, before his eventual unmasking led to public disgrace for him and his house.

Though his identity was revealed, Cluvus is still at large, and still wields his power over the Killer Flock as their leader, ruling from the shadows. It is his goal to wipe out all other major criminal factions within the city, including the Bandit Coalition, to strengthen his hold on Alderheart's lucrative black market.

"LUCKY" SEVRAN DUSKTALON

Born Sevrans Dusktalon, this notorious hitman gained the nickname "Lucky" for his uncanny ability to eliminate targets and escape unseen, even against impossible odds. What many have discounted as luck is, in fact, the result of Sevrans's careful observation and keen intellect.

Lucky takes his jobs very seriously, and takes a careful, methodical approach to his work. He will devote himself to studying a target for weeks before striking, and will not accept more than one assignment at a time.

JERRIN "SNAPSHADOW" HOLLOWHOME

The young jerbeen Jerrin Hollowhome has gained an infamous reputation as the phantom thief, Snapshadow, who appears without warning before melting into the night. Snapshadow has worked for various criminal factions in the past, though she only steals from the wealthy, and often distributes the spoils of her crime among Alderheart's most needy. As a result she has become a folk hero in some circles, though this hasn't made her any less of a thief in the eyes of the Perch Guard.

Snapshadow dresses in loose clothing which hides many weapons. She usually keeps two daggers in spring loaded wrist sheaths, as well as a hidden hand crossbow mounted on a bracer. She is also known to carry a rapier hidden inside a plain looking walking stick.

"BULLYBIRD"

MEDIUM HUMANOID (GALLUS), NEUTRAL EVIL

Armor Class 15 (chain shirt)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	8 (-1)	15 (+2)	12 (+1)

Saving Throws Str +5, Con +5

Skills Athletics +5, History +1, Intimidation +5, Perception +4

Senses passive Perception 14

Languages Birdfolk; understands Auran, but can't speak it

Challenge 4 (1,100 XP)

Glide. When falling at least 10 feet, Bullybird can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement, and takes no falling damage. Bullybird

can't glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Wing Flap. As a bonus action, Bullybird can use his powerful feathered arms to propel himself 15 feet upward. Bullybird can't use this ability while gliding.

Brute. A melee weapon deals one extra die of its damage when Bullybird hits with it (included in the attack).

Relentless (Recharges after a Short or Long Rest). If Bullybird would take 14 damage or less that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

Seedspeech. Bullybird can communicate simple ideas to living plants, and is able to interpret their responses in simple language.

ACTIONS

Multiattack. Bullybird makes two melee attacks with his battleaxe.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 2) piercing damage.

"THE GODFEATHER"

SMALL HUMANOID (LUMA), LAWFUL EVIL

Armor Class 12 (15 with mage armor)
Hit Points 91 (14d6 + 42)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Con +6, Cha +6

Skills Deception +6, Insight +5, Intimidation +6, Persuasion +6

Damage Resistances poison

Senses passive Perception 12

Languages Birdfolk, Hedge, Thieves' cant, Vulpin; understands Auran but can't speak it

Challenge 6 (2,300 XP)

Special Equipment. The Godfeather wears a *hat of disguise* and a *ring of mind shielding* to keep himself hidden from the watchful eyes of the Perch Guard.

Fated (Recharges after a Long Rest). The Godfeather can choose to reroll any attack roll, ability check, or saving throw.

Glide. When falling at least 10 feet, the Godfeather can spend a reaction to fly up to his speed in one direction

as he descends. He lands in an unoccupied space at the end of his movement, and takes no falling damage. The Godfeather can't glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Resilience. The Godfeather has advantage on saving throws against being poisoned.

Wing Flap. As a bonus action, the Godfeather can use his powerful feathered arms to propel himself 15 feet upward. The Godfeather can't use this ability while gliding.

Spellcasting. The Godfeather is a 9th-level spellcaster. His spellcasting ability is Charisma (Spell Save DC 14, +6 to hit with spell attacks). The Godfeather knows the following sorcerer spells.

Cantrips (at will): *chill touch, gust barrier*, light, mage hand, minor illusion, shocking grasp*

1st level (4 slots): *mage armor**, magic missile, spiny shield**

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility*

5th level (1 slot): *dominate person*

*** New spell described in Appendix D**

**** The Godfeather casts this spell on himself before combat**

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage or 5 (1d10) slashing damage if used with both hands.

"LUCKY"

MEDIUM HUMANOID (CORVUM), LAWFUL NEUTRAL

Armor Class 15 (leather armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	16 (+3)	13 (+1)	17 (+3)

Saving Throws Dex +7, Int +6

Skills Acrobatics +7, Deception +9, Nature +6, Perception +7, Stealth +7

Senses passive Perception 17

Languages Birdfolk, Jerbeen, Thieves' cant, Vulpin; understands Auran, but can't speak it

Challenge 8 (3,900 XP)

Glide. When falling at least 10 feet, Lucky can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement, and takes no falling damage. Lucky can't glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Talons. Lucky has advantage on Strength (Athletics) checks made to climb any surface his talons could reasonably grip.

Assassinate. During his first turn, Lucky has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Lucky scores against a surprised creature is a critical hit.

Fortunate Insight (3/Day). Lucky can spend his reaction to add a d8 to the result of an attack roll, damage roll, saving throw, or Dexterity (Stealth) check.

Skulker. Lucky has advantage on Dexterity (Stealth) checks made in dim light or darkness.

Sneak Attack. Once per turn, Lucky deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Lucky that isn't incapacitated and Lucky doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Lucky makes two attacks with his shortsword. He can replace one of these attacks with a hand crossbow attack.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a constitution saving throw, taking 24 (7d6) poison damage on a failure, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a constitution saving throw, taking 24 (7d6) poison damage on a failure, or half as much damage on a successful one.

"SNAPSHADOW"

SMALL HUMANOID (JERBEEN), CHAOTIC NEUTRAL

Armor Class 15 (studded leather, 16 when two-weapon fighting)
Hit Points 81 (18d6 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	13 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +6, Cha +5

Skills Acrobatics +6, Insight +5, Perception +5, Sleight of Hand +6, Stealth +6

Senses passive Perception 15

Languages Birdfolk, Jerbeen, Thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. Snapshadow can take the Dash, Disengage, or Hide action as a bonus action.

Lone Duelist. When fighting a single creature, so long as there are no creatures within 5 feet of her or her opponent, Snapshadow has advantage on her attack rolls.

Sneak Attack. Once per turn, Snapshadow deals an extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Snapshadow that isn't incapacitated and Snapshadow doesn't have disadvantage on the attack roll.

Standing Leap. Snapshadow's long jump is 40 feet, and her base high jump is 20 feet, with or without a running start.

ACTIONS

Multiattack. Snapshadow makes three attacks: two with her cane rapier and one with her dagger.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

REACTIONS

Riposte. Snapshadow reduces the damage dealt by one melee attack that would hit her by 1d8, and deals that much piercing damage to her attacker. Snapshadow must see the attacker and be wielding a melee weapon.

ARLOWENE LUM

Arlowene is a middle-aged hedge who lives in Seawatch Tower, the large lighthouse within Saltar's Port. Arlowene is a trained healer and spellcaster, who has learned how to specialize in both wizardly abjuration and clerical healing magic. She abhors violence.

ARREVIS "THE SEAHAWK" FLEET

Named "The Seahawk" by Arlowene Lum, Arrevis is a raptor who wields his blade with a prowess forged through years of experience. He can join the fight at the end of this adventure, but he has just emerged from a coma and is weakened. Arrevis has the following character traits, which you can use to help roleplay him:

Ideal: "Whatever I need to do to survive, I'll do it."

Bonds: "Without a friend beside me, I'm lost. With someone, I can do anything."

Flaws: "I can't resist the allure of power. I just can't get enough."

BERNICE BLATHERWICK

The militia captain of Reya's Watch, Bernice is a loud and protective bright gallus. She lost her husband, a tender named Farnham, to a forest fire, and she sees her role with the militia as a continuation of his legacy.

BERNICE'S RECRUITS

To date, she has collected only three recruits, all inexperienced. They consist of a maran raptor named Connie, a jerbeen named Bervis, and a sable luma named Lenny, who is the youngest member of the militia. Bernice has no interest in endangering her young wards, and she balks at the idea of sending them into combat.

BIRDFOLK FARMER

Simple farmers can be found across the Wood, providing necessary food and supplies to the cities. There are many places in Humblewood where digging up large heaps of soil would either be impractical or damaging to the forest. While traditional farms exist in Humblewood, the majority of farms are built in the canopies in or around cities. Farming in the canopy consists of growing flowering moss gardens or fruit-bearing vines on the branches of perch trees. Canopy farms can also include the raising of large insects for food, or silkworms for clothing.

BIRDFOLK MILITIA

In smaller perches, where a guard force may be minimal or nonexistent, town security consists of a locally-organized militia. Anyone can enlist in these groups, provided they are upstanding citizens. They can be called upon by the Perch Guard to perform duties ranging from policing streets to supplementing military efforts.

ARLOWENE LUM

SMALL HUMANOID (HEDGE), NEUTRAL GOOD

Armor Class 15 (natural armor)
Hit Points 40 (9d6 + 9)
Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	17 (+3)	16 (+3)	12 (+1)

Saving Throws Int +5, Wis +5

Skills Arcana +5, Medicine +7, Religion +5

Senses passive Perception 13

Languages Birdfolk, Celestial, Hedge, Sylvan; can speak with beasts of any size which represent spiders, insects, worms, or other bugs

Challenge 4 (1,100 XP)

Spellcasting. Arlowene is a 10th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Arlowene has the following spells prepared:

Cantrips (at will): *guidance, light, mending, mend plants*, spare the dying*

1st level (4 slots): *alarm, cure wounds, mage armor, protection from evil and good*

2nd level (3 slots): *arcane lock, gentle repose*

3rd level (3 slots): *counterspell, mass healing word, magic circle*

4th level (3 slots): *arcane eye, stone shape*

5th level (2 slots): *greater restoration*

*** New spell described in Appendix D**

ACTIONS

Staff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 -1) bludgeoning damage, or 3 (1d8 -1) bludgeoning damage if used with two hands.

Curl Up. Arlowene curls up into a spiny ball. When curled up in this way, she can't move, attack, or cast spells with somatic components, and her base armor class becomes 19. Any creature that misses Arlowene with an attack while she is curled up takes 5 (2d4) points of piercing damage from her sharp quills. If a creature hits Arlowene while she is curled up, however, Arlowene is knocked prone in her space. Arlowene may uncurl herself at any point during her turn.

ARREVIS FLEET

SMALL HUMANOID (RAPTOR), CHAOTIC NEUTRAL

Armor Class 17 (splint)
Hit Points 55 (10d6 + 24)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +4

Senses passive Perception 14

Languages Birdfolk, Vulpin; understands Auran but can't speak it

Challenge 3 (700 XP)

Special Equipment. Arrevis wields a gold-hilted *longsword of life-stealing*. Attacks made with this weapon are magical. Arrevis also wears a *periapt of wound closure*.

Pain Threshold. If Arrevis takes 20 damage or more at once, he is stunned until the end of his next turn.

Glide. When falling at least 10 feet, Arrevis can spend a reaction to fly up to his speed in one direction as he descends. Arrevis lands in an unoccupied space at the end of his movement and takes no falling damage. Arrevis cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Talons. Arrevis has advantage on Strength (Athletics) checks made to climb any surface his talons could reasonably grip.

Patient. When Arrevis reacts with a readied action, he has advantage on the first attack roll, skill check, or ability check he makes as part of that action.

Woodland Hunter. Arrevis treats three-quarters cover as half cover and half cover as no cover.

ACTIONS

Multiattack. Arrevis makes two attacks with his longsword of life-stealing. If Arrevis leaves one hand free, he can also make an attack with his talons.

Longsword of Life-Stealing. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands. Whenever Arrevis scores a critical hit with this attack, his target takes an extra 10 (3d6) necrotic damage, provided that the target isn't a construct or an undead. Arrevis gains temporary hit points equal to the extra damage dealt.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. The longbow is not considered a heavy weapon for Arrevis.

BERNICE BLATHERWICK

MEDIUM HUMANOID (GALLUS), LAWFUL GOOD

Armor Class 13 (studded leather)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	12 (+1)	15 (+2)	17 (+3)

Skills Insight +4, Persuasion +5

Senses passive Perception 12

Languages Birdfolk; understands Auran but can't speak it

Challenge 1/8 (25 XP)

Glide. When falling at least 10 feet, Bernice can spend a reaction to fly up to her speed in one direction as she descends. She lands in an unoccupied space at the end of her movement and takes no falling damage. She cannot glide while carrying heavy objects or heavy weapons (though she can drop any held items as part of her reaction).

Wing Flap. As a bonus action, Bernice can use her powerful feathered arms to propel herself upward up to half his movement speed. Bernice can use this in conjunction with a regular jump, but not while gliding.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if used with two hands.

Inspire. Bernice inspires an ally that can see and hear her. The ally can roll a 1d4 and add the number rolled to its next ability check, attack roll, or saving throw.

REACTIONS

Parry. Bernice adds 2 to her AC against one melee attack that would hit her. To do so, Bernice must see the attacker and be wielding a melee weapon.



Lauren Henderson

BERVIS

SMALL HUMANOID (JERBEEN), NEUTRAL GOOD

Armor Class 12 (leather armor)
Hit Points 4 (1d6 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	9 (-1)	10 (+0)	11 (+0)

Senses passive Perception 10

Languages Birdfolk, Jerbeen

Challenge 0 (10 XP)

Standing Leap. Bervis's base long jump is 30 feet, and his base high jump is 15 feet with or without a running start.

Team Tactics. Bervis can take the Help action as a bonus action.

ACTIONS

Shortened Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage, or 3 (1d6) piercing damage if used with two hands.

CONNIE

SMALL HUMANOID (RAPTOR), NEUTRAL GOOD

Armor Class 13 (leather armor)
Hit Points 18 (4d6 + 4)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	10 (+0)

Skills Perception +3

Senses passive Perception 13

Languages Birdfolk, understands Auran but can't speak it

Challenge 1/8 (25 XP)

Glide. When falling at least 10 feet, Connie can spend a reaction to fly up to her speed in one direction as she descends. She lands in an unoccupied space at the end of her movement and takes no falling damage. She cannot glide while carrying heavy objects or heavy weapons (though she can drop any held items as part of her reaction).

Talons. Connie has advantage on Strength (Athletics) checks made to climb any surface her talons could reasonably grip.

Patient. When Connie reacts with a readied action, she has advantage on the first attack roll, skill check, or ability check she makes as part of that action.

Woodland Hunter. Connie treats three-quarters cover as half cover and half cover as no cover.

ACTIONS

Shortened Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, or 4 (1d6 + 1) piercing damage if used with two hands.

LENNY

SMALL HUMANOID (LUMA), CHAOTIC GOOD

Armor Class 15 (leather armor, shield)
Hit Points 33 (6d6 + 1)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	13 (+1)

Skills Athletics +4, Perception +3, Stealth +2

Damage Resistances poison

Senses passive Perception 13

Languages Birdfolk; understands Auran but can't speak it

Challenge 1 (200 XP)

Fated (Recharges after a Long Rest). Lenny can choose to reroll any attack roll, skill check, or saving throw.

Glide. When falling at least 10 feet, Lenny can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement and takes no falling damage. He cannot glide while carrying heavy objects or heavy weapons (though he can drop any held items as part of his reaction).

Wing Flap. As a bonus action, Lenny can use his powerful feathered arms to propel himself upward up to half his movement speed. Lenny can use this in conjunction with a regular jump, but not while gliding.

Resilience. Lenny has advantage on saving throws against being poisoned.

Touched. Lenny knows the *light* cantrip. Charisma is his spellcasting ability for this cantrip.

ACTIONS

Multiattack. Lenny makes two attacks.

Shortened Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, or 5 (1d6 + 2) piercing damage if used with two hands.

BIRDFOLK FARMER

MEDIUM HUMANOID (ANY BIRDFOLK), ANY ALIGNMENT

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Nature +4

Senses passive Perception 10

Languages Birdfolk; understands Auran but can't speak it

Challenge 0 (10 XP)

Glide. When falling at least 10 feet, the farmer can spend a reaction to fly up to its speed in one direction as it descends. It lands in an unoccupied space at the end of its movement, and takes no falling damage. The farmer can't glide while carrying heavy objects, heavy weapons, or shields (though it can drop any held items as part of its reaction).

ACTIONS

Pitchfork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

BIRDFOLK MILITIA

MEDIUM HUMANOID (ANY BIRDFOLK), ANY ALIGNMENT

Armor Class 12 (leather armor)
Hit Points 11 (2d8+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Birdfolk; understands Auran but can't speak it

Challenge 1/8 (25 XP)

Glide. When falling at least 10 feet, the militia can spend a reaction to fly up to its speed in one direction as it descends. It lands in an unoccupied space at the end of its movement, and takes no falling damage. The militia cannot glide while carrying heavy objects, heavy weapons, or shields (though it can drop any held items as part of its reaction).

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

BIRDFOLK THUG

MEDIUM HUMANOID (ANY BIRDFOLK), ANY NON-GOOD ALIGNMENT

Armor Class 13 (leather armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Intimidation +2

Senses passive Perception 11

Languages Birdfolk; understands Auran but can't speak it

Challenge 1/2 (100 XP)

Glide. When falling at least 10 feet, the thug can spend a reaction to fly up to its speed in one direction as it descends. It lands in an unoccupied space at the end of its movement, and takes no falling damage. The thug can't glide while carrying heavy objects, heavy weapons, or shields (though it can drop any held items as part of its reaction).

Bandit Fighting. When the thug hits with a melee weapon attack, it can spend a bonus action to either take the Disengage action or attempt to trip the target of its attack. A creature it attempts to trip must succeed on a DC 12 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The thug makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 feet, one target. *Hit:* 4 (1d2 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

BIRDFOLK THUG

Birdfolk in need of coin and lacking any moral scruples can find lucrative work as hired henchmen for one of Alderheart's various criminal factions. These common thugs often fight dirty, and are quick to flee when things don't go their way.

BIRDFOLK SAILOR

For birdfolk who take up the seafaring trade, their home is as much on the ocean as it is at port. They relish the salt spray and stiff winds, finding the closed spaces of forest life to be stifling compared to the wide-open expanse of the sea.

BIRDFOLK SAILOR

MEDIUM HUMANOID (ANY BIRDFOLK), ANY ALIGNMENT

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +3

Senses passive Perception 10

Languages Birdfolk; understands Auran but can't speak it

Challenge 1/8 (25 XP)

Glide. When falling at least 10 feet, the sailor can spend a reaction to fly up to its speed in one direction as it descends. It lands in an unoccupied space at the end of its movement, and takes no falling damage. The sailor can't glide while carrying heavy objects, heavy weapons, or shields (though it can drop any held items as part of its reaction).

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BITA, THE COUNCIL SPEAKER

Bita is a bright gallus whose elegant white plumage resembles that of a peacock. As the Birdfolk Council's Speaker, she is always first to address those who have been granted an audience with the council. She takes her duties as the Speaker and as a council member seriously. Despite her profound affection for Humblewood and its citizens, she often comes off as severe and cold. Bita believes in doing what's best for the folks of the Wood, but sometimes this means making level-headed and tough decisions.

BITA

MEDIUM HUMANOID (GALLUS), LAWFUL GOOD

Armor Class 15 (breastplate)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	16 (+3)	17 (+3)

Skills Deception +5, Insight +5, Persuasion +5

Senses passive Perception 13

Languages Birdfolk, Hedge; understands Auran but can't speak it

Challenge 1/8 (25 XP)

Glide. When falling at least 10 feet, Bita can spend a reaction to fly up to her speed in one direction as she descends. She lands in an unoccupied space at the end of her movement and takes no falling damage. She cannot glide while carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Wing Flap. As a bonus action, Bita can use her powerful feathered arms to propel herself upward up to half her movement speed. Bita can use it in conjunction with a regular jump, but not while gliding.

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Inspiring. Bita targets an ally that can see and hear her. The target can roll a d4 and add the number rolled to its next ability check, attack roll, or saving throw.



Birdfolk Sailor

BURLYWHIRL, SERGEANT AT ARMS

A short middle-aged stout strig and the sergeant of the Perch Guard in Marshview, he has a great fondness for ale and regularly frequents the Moss Hall inn and tavern.

CADWYLL PIPER

A seasoned mistral raptor ranger and professional bounty hunter from the Gasparian Isles, Cadwyll is a hardened professional who values his duty above all else.

BURLYWHIRL

MEDIUM HUMANOID (STRIG), CHAOTIC GOOD

Armor Class 20 (plate, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	8 (-1)	14 (+2)	15 (+2)

Saving Throws Con +4, Wis +4

Senses darkvision 60 ft., passive Perception 10

Languages Birdfolk; understands Auran but can't speak it

Challenge 3 (700 XP)

Glide. When falling at least 10 feet, Burlywhirl can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement, and takes no falling damage. Burlywhirl can't glide while carrying heavy objects, or heavy weapons (though he can drop any held items as part of his reaction).

Talons. Burlywhirl rolls advantage on Strength (Athletics) checks made to climb any surface his talons could reasonably grip.

ACTIONS

Multiattack. Burlywhirl makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, Burlywhirl can spend a bonus action to grapple them (Escape DC 13) if the attack hits.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Burlywhirl can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Burlywhirl. A creature can benefit from only one Leadership die at a time. This effect ends if Burlywhirl is incapacitated.

Cadwyll Piper



Olivia Rea

CADWYLL PIPER

SMALL HUMANOID (RAPTOR), LAWFUL NEUTRAL

Armor Class 15 (studded leather)
Hit Points 66 (12d6 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	13 (+1)	16 (+3)	11 (+0)

Skills Athletics +4, Investigation +5, Perception +5, Stealth +7, Survival +5

Senses passive Perception 15

Languages Birdfolk; understands Auran but can't speak it

Challenge 4 (1,100 XP)

Special Equipment. Cadwyll wields a magical longbow. It is a *red-feather bow**.

Glide. When falling at least 10 feet, Cadwyll can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement, and takes no falling damage. Cadwyll can't glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Talons. Cadwyll rolls advantage on Strength (Athletics) checks made to climb any surface his talons could reasonably grip.

Spellcasting. Cadwyll is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Cadwyll has the following spells prepared:

1st level (3 slots): *cure wounds*, *hunter's mark*, *longstrider*, *speak with animals*

Aerial Defense. Creatures who attack Cadwyll while he is falling, gliding, or jumping have disadvantage on their attack roll.

Hunter (3/Day). As a bonus action, Cadwyll can deal an extra 1d10 damage on his next attack made with a short-bow or longbow.

ACTIONS

Multiattack. Cadwyll makes two melee attacks or two ranged attacks.

Red-Feather Bow. *Ranged Weapon Attack:* +6 to hit, 150/600 feet, one target. *Hit:* 8 (1d8 + 4) piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

CATHUS GRIGHT

Cathus is a middle-aged mapach with gray-and-black fur tinged with a rusty red undercoat that is beginning to turn white in places. He is the owner and proprietor of a small woodland supply depot called The Last Stand, which he uses to support his ward, a young jerbeen boy named Finnan Softpad. Cathus used to work as an enforcer for the Bandit Coalition in the past, and despite his best efforts to leave his criminal past behind him, he still fences stolen goods for the Coalition on the sly.

CATHUS GRIGHT

MEDIUM HUMANOID (MAPACH), CHAOTIC NEUTRAL

Armor Class 14 (studded leather)
Hit Points 49 (9d8 + 9)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	12 (+1)	14 (+2)	10 (+0)

Skills Athletics +5, Deception +4, Insight +4, Intimidation +4

Senses darkvision 60 ft., passive Perception 12

Damage Resistances poison

Languages Birdfolk, Jerbeen, Mapach

Challenge 3 (700 XP)

Scowl (2/Day). As a bonus action, Cathus can attempt to intimidate a creature within 30 feet of him who can see him. The creature must succeed on a Wisdom (Insight) check opposed by Cathus's Charisma (Intimidation) check or become frightened of Cathus for up to 1 minute. The target can attempt a new opposed check at the end of each of its turns, ending the effect on a success.

Resilience. Cathus has advantage on saving throws against being poisoned.

Skulker. Cathus has advantage on Stealth checks made in dim light or total darkness.

ACTIONS

Multiattack. Cathus makes two melee attacks with his barbed shortsword and one with his dagger. Or Cathus can make two ranged attacks with his daggers.

Barbed Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. When Cathus scores a critical hit with this weapon, his attack deals an extra 7 piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Cathus watching over Finnan



CHRISTOPHE LASZLO

Christophe, a middle aged huden gallus, is the Rose Hip's owner and teamster. He has a simple rustic charm which can be intimidating to outsiders, but which the locals have come to know and love him for. He is also an incurable gossip, whose caring and empathetic nature makes it easy for others to open up around him. This, coupled with deep and abiding love for his craft, have helped his establishment to become known throughout the city.

CORVUM ASSASSIN

Frequently members of criminal organizations, contract killers can be found in the Wood's largest and most politically complex perches. They serve powerful figures with a lack of scruples and an abundance of coin. Assassins are trained from a young age to become deadly masters of their craft, learning how to skulk the branchroads and keep hidden in the canopy to time the perfect ambush. Corvums, with their natural intelligence and cunning, make the best assassins.

CHRISTOPHE LASZLO

MEDIUM HUMANOID (GALLUS), NEUTRAL GOOD

Armor Class 10
Hit Points 5 (1d8 +1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Skills History +2, Insight +6, Nature +2, Persuasion +3

Senses passive Perception 12

Languages Birdfolk, Hedge, Jerbeen, Mapach; understands Auran but can't speak it

Challenge 0 (10 XP)

Glide. When falling at least 10 feet, Christophe can spend a reaction to fly up to his speed in one direction as he descends. Christophe lands in an unoccupied space at the end of his movement and takes no falling damage. Christophe cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Wing Flap. As a bonus action, Christophe can use his powerful feathered arms to propel himself 15 feet upward. Christophe can't use this ability while gliding.

Seedspeech. Christophe can communicate simple ideas to living plants, and is able to interpret their responses in simple language.

Teamster. Christophe has advantage on Intelligence (Nature) checks related to plants that can be used as cooking herbs or to make teas.

ACTIONS

Fisticuffs. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

CORVUM ASSASSIN

MEDIUM HUMANOID (CORVUM), ANY NON-LAWFUL ALIGNMENT

Armor Class 15 (studded leather)
Hit Points 54 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	14 (+2)	14 (+2)	10 (+0)

Saving Throws Dex +6, Int +5

Skills Insight +5, Nature +5, Perception +8, Stealth +9

Senses passive Perception 18

Languages Birdfolk, Thieves Cant, and any one other language; understands Auran but can't speak it

Challenge 5 (1,800 XP)

Glide. When falling at least 10 feet, the assassin can spend a reaction to fly up to its speed in one direction as it descends. It lands in an unoccupied space at the end of its movement, and takes no falling damage. The assassin can't glide while carrying heavy objects, heavy weapons, or shields (though it can drop any held items as part of its reaction).

Talons. The assassin has advantage on Strength (Athletics) checks made to climb any surface its talons could reasonably grip.

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the assassin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Skulker. The assassin has advantage on Dexterity (Stealth) checks made in dim light or darkness.

ACTIONS

Multiattack. The assassin makes two melee attacks: one with its shortsword and one with its dagger. Or the corvum assassin makes two ranged attacks with its daggers.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

CORVUM SONGWEAVER

Though not possessing the same magical talent as bards, songweavers have learned to tap into a little of the magic inherent within a song in subtle but effective ways. Skilled songweavers can hold an audience in rapt attention with their voice alone.

DRELLA SWOOP

Drella Swoop is a cheery sera luma able to make conversation with people from all walks of life. She is a con artist who left Alderheart after burning all of her bridges there, and has decided to join the hunters of Reya's Watch in the hopes of swindling them out of some of their more lucrative trophies.

ELORA QUICKWIT

Elora Quickwit is a thin, middle-aged kindled corvum and the owner of Moss Hall, Marshview's local inn and tavern. She often overcharges her customers and involves herself in disreputable schemes to turn a profit. Though most of the locals detest her, the perch is too small to boycott her establishment, and she has close ties with Sergeant Burlywhirl, the head of the local Perch Guard.

FROND BELLEWETHER

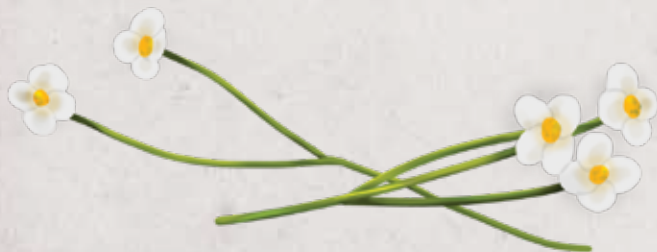
A retired mistral raptor hunter, Frond is the owner and sole employee of Frond's Fineries, the general store in Reya's Watch. She has aspirations of earning enough coin to move her shop to Alderheart.

GIL HOPPER

Gil is a mistral raptor in Reya's Watch who works as the groundskeeper and barkeep of the local Hunting Lodge. He is often seen running up and down the bar serving simple ales and snacks. Gil knows most of the hunters by name, and if he doesn't, he's quick to remedy that.

GURT HALLOWFEN

Gurt is a small, green-tinged hedge who owns Gurt's Emporium, a small slime shop in Winnowing Reach. They wear a rough hide smock and a linen jumpsuit lined with pockets. Each pocket holds a different tool to extract or handle slime. Different sized vials and bottles are fastened to Gurt's belt and bandolier. Some of these glass containers are filled with slime. Their dark eyes are covered in large goggles, caked in residue from countless slime explosions. Gurt is missing the ring finger on their right paw. A big smile reveals two missing teeth, and their voice is fairly deep for their small size.



Christina Kraus

CORVUM SONGWEAVER

MEDIUM HUMANOID (CORVUM), ANY NON-LAWFUL ALIGNMENT

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, Arcana +3, Perception +3, Performance +5

Senses passive Perception 13

Languages Birdfolk; understands Auran but can't speak it

Challenge 2 (450 XP)

Glide. When falling at least 10 feet, the songweaver can spend a reaction to fly up to its speed in one direction as it descends. It lands in an unoccupied space at the end of its movement, and takes no falling damage. The songweaver can't glide while carrying heavy objects, heavy weapons, or shields (though it can drop any held items as part of its reaction).

Talons. The songweaver has advantage on Strength (Athletics) checks to climb any surface its talons could reasonably grip.

Skulker. The songweaver has advantage on Stealth checks made in dim light or total darkness.

ACTIONS

Multiattack. The songweaver can Sing. It then makes two attacks.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Sing (Recharge 5-6). The songweaver sings a song infused with magic. Each song targets any number of creatures within 30 feet of the songweaver. A creature must be able to hear the songweaver sing in order to be affected by its song. Each time the songweaver takes this action, it can choose from one of the following effects:

Dirge of Sorrow. All targeted creatures must make a DC 13 Charisma saving throw or have disadvantage on attack rolls, ability checks, and saving throws made before the start of the songweaver's next turn.

Hero's Ballad. All targeted creatures gain 4 (1d4 + 2) temporary hit points and advantage on attack rolls made before the start of the songweaver's next turn.

Traveler's Tune. All targeted creatures can spend their reactions to move up to their speed. This movement does not provoke opportunity attacks.

DRELLA SWOOP

SMALL HUMANOID (LUMA), NEUTRAL EVIL

Armor Class 15 (leather armor)
Hit Points 55 (10d6 + 20)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +6, Int +3, Wis +4

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Performance +5, Persuasion +5, Sleight of Hand +6, Stealth +6

Senses passive Perception 16

Languages Birdfolk, Mapach, Vulpin; understands Auran but can't speak it

Challenge 4 (1,100 XP)

Glide. When falling at least 10 feet, Drella can spend a reaction to fly up to her speed in one direction as she descends. She lands in an unoccupied space at the end of her movement and takes no falling damage. She cannot glide while carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Wing Flap. As a bonus action, Drella can use her powerful feathered arms to propel herself upward up to half her movement speed. Drella can use this in conjunction with a regular jump, but not while gliding.

Cunning Action. On each of her turns, Drella can use a bonus action to take the Dash, Disengage, or Hide action.

Fated (Recharges after a Long Rest). Drella can choose to reroll any attack roll, ability check, or saving throw.

Sneak Attack (1/Turn). Drella deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Drella's that isn't incapacitated and Drella doesn't have disadvantage on the attack roll.

Touched. Drella knows the *shocking grasp* cantrip. Charisma is her spellcasting ability for this cantrip (Spell attack +5).

ACTIONS

Multiattack. Drella makes two dagger attacks. She can replace one of these attacks with a *shocking grasp*.

Dagger. Melee or *Ranged Weapon Attack*: +6 to hit, reach 5 ft., range 20/60 ft., one target. *Hit*: 6 (1d4 + 4) piercing damage. If the target is a creature they must make a DC 14 Constitution saving throw, becoming poisoned for 1 minute on a failure. Drella has three poisoned daggers on her person which she prepared ahead of time. The poison dries and becomes useless 1 hour after its application.

Shocking Grasp. *Melee Spell Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 9 (2d8) lightning damage. If the target is a creature, they can't take reactions until the start of Drella's next turn.

Songbird (Recharges after a Long Rest). Drella casts the *charm person* spell at 1st level without using a spell slot or somatic components. Charisma is her spellcasting ability for this spell (save DC 13).

ELORA QUICKWIT

MEDIUM HUMANOID (CORVUM), NEUTRAL EVIL

Armor Class 14 (studded leather)
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	15 (+2)	14 (+2)	17 (+3)

Skills Deception +7, History +4, Insight +4, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Birdfolk, Jerbeen, Vulpin; understands Auran but can't speak it

Challenge 2 (450 XP)

Glide. When falling at least 10 feet, Elora can spend a reaction to fly up to her speed in one direction as she descends. She lands in an unoccupied space at the end of her movement, and takes no falling damage. Elora can't glide while carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Talons. Elora has advantage on Strength (Athletics) checks made to climb any surface her talons could reasonably grip.

Convincing. Elora has advantage on all Charisma checks made to convince someone of her knowledge of anything pertaining to the History skill.

Cunning Action. Elora can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Elora deals an extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Elora's that isn't incapacitated and Elora doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Elora makes two melee attacks.

Dagger. Melee or *Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Talons. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Reactions

Uncanny Dodge (3/Day). Elora halves the damage from an attack that hits her. Elora must be able to see the attacker.

FROND BELLEWETHER

SMALL HUMANOID (RAPTOR), NEUTRAL

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	11 (+0)	14 (+2)	11 (+0)

Skills History +2, Insight +6, Perception +6, Stealth +4, Survival +4

Senses passive Perception 16

Languages Birdfolk; understands Auran, but can't speak it

Challenge 1 (200 XP)

Glide. When falling at least 10 feet, Frond can spend a reaction to fly up to her speed in one direction as she descends. Frond lands in an unoccupied space at the end of her movement and takes no falling damage. Frond cannot glide while carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Talons. Frond has advantage on Strength (Athletics) checks made to climb any surface her talons could reasonably grip.

Aerial Defense. As long as Frond is falling, gliding, or jumping, attacks made against her have disadvantage.

Woodland Hunter. Frond treats three-quarters cover as half cover and half cover as no cover.

ACTIONS

Multiattack. Frond makes two melee attacks or two ranged attacks.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

GIL HOPPER

SMALL HUMANOID (RAPTOR), NEUTRAL GOOD

Armor Class 11
Hit Points 9 (2d6 + 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	13 (+1)

Skills Insight +5, Perception +3, Persuasion +5

Senses passive Perception 13

Languages Birdfolk, Hedge, Jerbeen; understands Auran but can't speak it

Challenge 1/8 (25 XP)

Glide. When falling at least 10 feet, Gil can spend a reaction to fly up to his speed in one direction as he descends. Gil lands in an unoccupied space at the end of his movement and takes no falling damage. Gil cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Aerial Defense. As long as Gil is falling, gliding, or jumping, attacks made against him have disadvantage.

Talons. Gil has advantage on Strength (Athletics) checks made to climb any surface his talons could reasonably grip.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



GURT HALLOWFEN

SMALL HUMANOID (HEDGE), CHAOTIC GOOD

Armor Class 16 (natural armor)
Hit Points 36 (8d6 + 8)
Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Dex +3, Cha +5

Skills Acrobatics +3, Perception +5, Performance +7

Senses passive Perception 15

Languages Birdfolk, Hedge; can speak with beasts of any size which represent spiders, insects, worms, or other bugs

Challenge 2 (450 XP)

Spellcasting. Gurt is a 7th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following bard spells prepared:

Cantrips (at will): *light, mage hand, mending*

1st level (4 slots): *comprehend languages, identify, unseen servant*

2nd level (3 slots): *invisibility, shatter, suggestion*

3rd level (3 slots): *dispel magic, glyph of warding, protection from energy, remove curse*

4th level (1 slot): *polymorph*

Taunt (2/Day). Gurt can use a bonus action on their turn to target one creature within 30 feet of them. If the target can hear Gurt, the target must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Gurt's next turn.

ACTIONS

Multiattack. Gurt makes two weapon attacks, one with their rapier and one with their dagger.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

HAMLIN HURLWIND

Hamlin is a surly, grizzled, stout strig, a retired hunter who lives out in a cabin deep in the forest. Once considered one of the most skilled hunters in all of Humblewood, Hamlin is now seen to be long past his prime. Much of his past acclaim has been overshadowed by his obsession with the monstrous creatures he claims are everywhere in the forest.

HAMLIN HURLWIND

MEDIUM HUMANOID (STRIG), CHAOTIC NEUTRAL

Armor Class 15 (padded leather)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +5, Wis +4

Skills Athletics +3, Nature +2, Perception +6, Stealth +5, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Birdfolk, Sylvan; understands Auran but can't speak it

Challenge 2 (450 XP)

Careful Aim. If Hamlin chooses to only attack once with his heavy crossbow on a turn, he makes that attack with advantage.

Glide. When falling at least 10 feet, Hamlin can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement and takes no falling damage. He cannot glide while carrying heavy objects, heavy weapons or shields (though he can drop any held items as part of his reaction).

Patterned Feathers. Hamlin has advantage on Dexterity (Stealth) checks made in a forest environment.

Talons. Hamlin has advantage on Strength (Athletics) checks made to climb any surface his talons could reasonably grip.

ACTIONS

Multiattack. Hamlin makes two heavy crossbow attacks or three shortsword attacks.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. Hamlin can choose to grapple a Large or smaller target hit by this attack as a bonus action.

HEDGE WITCH

Many who apply to study at the Avium are turned away by the prestigious institution. Spurred by their desire for knowledge, rejected candidates sometimes start on a path to become self-taught masters of arcana. Notably in tune with the magic of the forest, hedges pursuing an individualistic path often leverage their connection to these natural forces to make pacts with powerful fey or elemental beings, learning secrets inaccessible to traditional students.

HEDGE WITCH

SMALL HUMANOID (HEDGE), ANY CHAOTIC ALIGNMENT

Armor Class 14 (natural armor)
Hit Points 21 (6d6)
Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	14 (+2)	15 (+2)	16 (+3)

Skills Arcana +4, Survival +4

Senses passive Perception 12

Languages Abyssal, Birdfolk, Hedge; can speak with beasts of any size which represent spiders, insects, worms, or bugs

Challenge 1 (200 XP)

Spellcasting. The witch is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The witch has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *minor illusion*

1st level (2 slots): *hellish rebuke*, *charm person*, *unseen servant*

Dark One's Blessing. When the witch reduces a hostile creature to 0 hit points, the witch gains 5 temporary hit points.

Repelling Blast. When the witch hits a creature with *eldritch blast*, it can push the creature up to 10 feet away in a straight line.

ACTIONS

Staff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Fiendish Vigor. The witch can cast *false life* at will as a 1st-level spell.

Curl Up. The witch curls up into a spiny ball. While curled up in this way it cannot move, attack, or cast spells with somatic components, and its base armor class becomes 19. Any creature that misses the witch with a melee attack while the witch is curled up takes 2d4 points of piercing damage from its sharp quills. If a creature hits the witch while they are curled up, however, the witch is knocked prone in its space at the end of the turn. The witch may uncurl itself at any point during its turn.

HEDY CREST

Hedy is a venerable mistral raptor who takes pride in her career in the Perch Guard. She is calm, composed, and unbending in her principles. Although she is still disciplined, the sternness of her youth has been long since eroded by time and good-humored company, and she spends her off-hours at the Rose Hip teahouse, catching up with her old friend Christophe and enjoying his delicious tea.

HEDY CREST

SMALL HUMANOID (RAPTOR), LAWFUL GOOD

Armor Class 15 (studded leather armor)
Hit Points 17 (4d6 + 3)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	15 (+2)	12 (+1)

Skills Athletics +2, Acrobatics +5, Perception +6, Intimidation +3

Senses passive Perception 16

Languages Birdfolk; understands Auran but can't speak it

Challenge 1/2 (100 XP)

Glide. When falling at least 10 feet, Hedy can spend a reaction to fly up to her speed in one direction as she descends. Hedy lands in an unoccupied space at the end of her movement and takes no falling damage. Hedy cannot glide while carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Talons. Hedy has advantage on Strength (Athletics) checks made to climb any surface her talons could reasonably grip.

Aerial Defense. As long as Hedy is falling, gliding, or jumping, attacks made against her have disadvantage.

Woodland Hunter. Hedy treats three-quarters cover as half cover and half cover as no cover.

ACTIONS

Multiattack. Hedy makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

HORNS

An imposing pronghorn cervan, Horns is Elora Quickwit's bouncer and her personal guard at Moss Hall. He is an avid tea drinker and always has a cup ready while he works.

JERBEEN COMMONER

This is the stat block of the **commoner**, adjusted with jerbeen traits.

JERBEEN SWASHBUCKLER

A common figure in many jerbeen folktales, a swashbuckler is a champion who fights with finesse and daring. Natural leaders, swashbucklers keep their wits about them during a duel, pressing small advantages to win the day. Jerbeen swashbucklers often train in the tradition of their Amaranthine, Gaspard. Each year swashbucklers participate in fencing matches held in Gaspard's honor. Not all swashbucklers follow this path, with some using their talents for brigandry.

HORNS

MEDIUM HUMANOID (CERVAN), LAWFUL NEUTRAL

Armor Class 17 (splint)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Skills Athletics +5, Insight +3, Perception +3

Senses passive Perception 13

Languages Birdfolk, Cervan

Challenge 3 (700 XP)

Charge. If Horns moves at least 20 feet in a straight line towards an enemy, his antler attack deals an extra 3 (1d6) points of piercing damage. If the target of the charge is Large or smaller, they must make a DC 13 Strength saving throw or be pushed 10 feet away from Horns.

Surge of Vigor (Recharges after a Long Rest). If Horns is dealt damage equal to half or more of his current remaining hit points (even if his HP is reduced to 0 by the attack), he immediately regains 8 (1d12 + 2) hit points.

ACTIONS

Multiattack. Horns makes two melee attacks.

Antlers. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

REACTIONS

Parry. Horns adds 2 to his AC against one melee attack that would hit him. To do so, Horns must see the attacker and be wielding a melee weapon.



JERBEEN COMMONER

SMALL HUMANOID (JERBEEN), ANY ALIGNMENT

Armor Class 11
Hit Points 3 (1d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	11 (+0)

Senses passive Perception 10
Languages Birdfolk, Jerbeen
Challenge 0 (10 XP)

Standing Leap. The commoner's long jump is 30 feet, and its base high jump is 15 feet, with or without a running start.

Team Tactics. The commoner can take the Help action as a bonus action.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

JERBEEN THIEF

SMALL HUMANOID (JERBEEN), NEUTRAL EVIL

Armor Class 13 (leather armor)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	8 (-1)	14 (+2)	14 (+2)

Skills Acrobatics +4, Sleight of Hand +4
Senses passive Perception 12
Languages Birdfolk, Jerbeen
Challenge 1/2 (100 XP)

Standing Leap. The thief's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Team Tactics. The thief can take the Help action as a bonus action.

ACTIONS

Multiattack. The thief makes two dagger attacks.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Opportunist. When a creature fails a melee attack roll against the thief, the thief can make a Dexterity (Sleight of Hand) check against a DC equal to 10 + the target creature's Dexterity modifier. On a success, the thief steals one item of the GMs choosing from the target. The item cannot be actively held or worn by the target.

JERBEEN SWASHBUCKLER

SMALL HUMANOID (JERBEEN), ANY NON-LAWFUL ALIGNMENT

Armor Class 17 (leather armor)
Hit Points 34 (8d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6
Senses passive Perception 10
Languages Birdfolk, Jerbeen
Challenge 3 (700 XP)

Standing Leap. The swashbuckler's base long jump is 30 feet, and its base high jump is 15 feet, with or without a running start.

Team Tactics. The swashbuckler can take the Help action as bonus action.

Sharp Witted Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks, one with its dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Riposte. The swashbuckler reduces the damage dealt by one melee attack that would hit it by 1d8, and deals that much piercing damage to its attacker. The swashbuckler must see the attacker and be wielding a melee weapon.

JERBEEN THIEF

While criminals can often be found picking pockets in large perch cities, only the most successful end up recruited by the Bandit Coalition. Small of stature, jerbeens can easily move about unnoticed; their swiftness is responsible for the expression 'quick as a jerbeen.' This, coupled with natural charm, makes jerbeens perfectly suited for the thieving arts.

JONALL HANNU

Jonall is a middle-aged capran merchant and explorer from Firnveldt who travels Wesden with her gargath companion Bello and a portable hut filled with wares that she sells as she journeys near and far. Curious and observant, she records her experiences in travelers' guides.

LENDARICK ROOTBORN

Lendarick is a powerful mage graduate of the Avium, and his quest to improve the lives of the poor folk of the Roots caused him to change into a horrible slime monster known as the Slime King. Before his transformation, Lendarick was a sable luma with silky, red-brown feathers and a black mask-like streak across his eyes. He wore robes of blue silk. Lendarick was commonly seen scribbling in a beautifully bound notebook, and was rarely without a fresh cup of rose tea, taken with two sugars. Soft-spoken and good-natured, he was never

JONALL HANNU

MEDIUM HUMANOID (CAPRAN), NEUTRAL GOOD

Armor Class 11 (leather armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	14 (+2)	11 (+0)	14 (+2)	9 (-1)

Damage Resistances cold

Skills History +4, Insight +6, Nature +2, Perception +4, Survival +4

Senses passive Perception 14

Languages Birdfolk, Capran, Eluran

Challenge 1/8 (25 XP)

Explorer. As long as she is outside and can see the sky, Jonall can always tell which way is north. If given one minute with a map to find her bearings, she can always identify the safest, most direct route to a location.

Hard Headed. If Jonall moves at least 20 feet straight towards a creature and then hits it with a headbutt attack on the same turn, the target must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure Footing. Jonall ignores nonmagical difficult terrain.

Traveler's Tales. Jonall makes History checks with advantage for anything related to towns, cities, or prominent regional features, such as unique geographic formations or landmarks.

ACTIONS

Headbutt. *Melee Weapon Attack:* +2 to hit; reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

a burden to others and always tried to help those less fortunate. Unfortunately, his ambitions to help led to his transformation.

LENDARICK ROOTBORN

SMALL HUMANOID (LUMA), CHAOTIC GOOD

Armor Class 12 (15 with mage armor)
Hit Points 58 (13d6 + 13)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	18 (+4)	12 (+1)	15 (+2)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7

Damage Resistances poison

Senses passive Perception 11

Languages Auran, Birdfolk, Jerbeen, Mapach, Vulpin

Challenge 6 (2,300 XP)

Fated (Recharges after a Long Rest). Lendarick can choose to reroll any attack, skill check, or saving throw.

Glide. When falling at least 10 feet, Lendarick can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement and takes no falling damage. He cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Resilience. Lendarick has advantage on saving throws against poison.

Spellcasting. Lendarick is a 10th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Lendarick has the following spells prepared:

Cantrips (at will): *message, minor illusion, poison spray, prestidigitation*

1st level (4 slots): *detect magic, false life, fog cloud, mage armor, silent image*

2nd level (3 slots): *acid arrow, gentle repose, misty step*

3rd level (3 slots): *animate dead, stinking cloud, water breathing*

4th level (3 slots): *polymorph*

5th level (2 slots): *conjure elemental, mislead*

Wing Flap. As a bonus action, Lendarick can use his powerful feathered arms to propel himself upward up to half his movement speed. Lendarick can use it in conjunction with a regular jump, but not while gliding.

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

REACTIONS

Charming (3/Day). When a creature makes an attack against Lendarick, the creature must succeed on a DC 14 Wisdom saving throw or target the next closest creature within range. If multiple creatures are closest, the attacker chooses. This feature does not work if there are no other creatures within range.

MAPACH BANDIT

MEDIUM HUMANOID (MAPACH), NEUTRAL EVIL

Armor Class 12 (leather armor)
Hit Points 9 (2d8)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	8 (-1)	12 (+1)	12 (+1)

Senses darkvision 60 ft., passive Perception 11

Damage Resistances poison

Languages Birdfolk, Mapach

Challenge 1/8 (25 XP)

Resilience. The bandit has advantage on saving throws against being poisoned.

Skulker. The bandit has advantage on Stealth checks made in dim light or total darkness.

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

MAPACH THUG

MEDIUM HUMANOID (MAPACH), ANY NON-GOOD ALIGNMENT

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	15 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Intimidation +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Birdfolk, Mapach

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Resilience. The thug has advantage on saving throws against being poisoned.

Skulker. The thug has advantage on Stealth checks made in dim light or total darkness.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

MAPACH BANDIT

Mapachs are particularly distrusted among birdfolk because of their eccentricities and willingness to break with commonly held customs. Often judged on sight to be criminals, some mapachs find it hard to integrate into birdfolk society and turn to crime to survive. Local bandit forces are happy to exploit this, offering the displaced mapachs shelter and a share of the spoils in exchange for their service.

MAPACH BRUTE

Although many in the bandit coalition follow noble ideals, there have always been a handful of unreliable members, only concerned with their own advancement. These ruthless brutes are scoundrels through and through, willing to seize power within the coalition by any means necessary. Mapachs don't have more knaves among them as a matter of course, but the infamy of a few such villains has further sullied their reputation in the eyes of perch-dwellers.

MAPACH THUG

This is the stat block of the **thug**, adjusted with mapach traits.

MAPACH BRUTE

MEDIUM HUMANOID (MAPACH), CHAOTIC EVIL

Armor Class 15 (studded leather)
Hit Points 75 (10d8 + 30)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Deception +4, Persuasion +4

Senses darkvision 60 ft., passive Perception 12

Damage Resistances poison

Languages Birdfolk, Mapach

Challenge 3 (700 XP)

Resilience. The brute has advantage on saving throws against being poisoned.

Skulker. The brute has advantage on Stealth checks made in dim light or total darkness.

ACTIONS

Multiattack. The brute makes three melee attacks, two with its rapier and one with its parrying dagger.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Parrying Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

REACTIONS

Parry. The brute adds 2 to its AC against one melee attack that would hit it. The brute must see the attacker and be wielding a melee weapon.

MEDI TUCK

Medi Tuck is a nervous, older sable luma who works as an apothecary in the perch of Marshview. Medi is terrified of being disliked, and, as a result, he is constantly striving to lack an opinion about everything. Despite this, Medi loves to speak passionately with his patrons about potions and herbalism, though he becomes extremely uncomfortable the moment the conversation shifts to any other subject.

MOONFLOWER MOSSWELL

A talented middle aged hedge street musician who works in the city of Alderheart, and can usually be found plying her trade with a band of fellow street performers in the Trunk Market. She is a kind soul, always seeking to mentor those in whom she sees promise, though she has a spiteful side which can rear its head whenever she feels one of her students has surpassed her.

MEDI TUCK

SMALL HUMANOID (LUMA), NEUTRAL GOOD

Armor Class 10
Hit Points 4 (1d6 + 1)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	10 (+0)	15 (+2)	12 (+1)

Skills Medicine +6, Nature +4
Damage Resistances poison
Senses passive Perception 10
Languages Birdfolk, Jerbeen
Challenge 0 (10 XP)

Fated (Recharges after a Long Rest). Medi can choose to reroll any attack, skill check, or saving throw.

Glide. When falling at least 10 feet, Medi can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement, and takes no falling damage. Medi can't glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Resilience. Medi has advantage on saving throws against poison.

Touched. Medi knows the *mending* cantrip. Charisma is his spellcasting ability for this cantrip.

Wing Flap. As a bonus action, Medi can use his powerful feathered arms to propel himself upward up to half his movement speed. Medi can use this in conjunction with a regular jump, but not while gliding.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Triage (Recharges on a Short or Long Rest). Medi restores 4 (1d4 +2) hit points to a creature other than himself.



MOONFLOWER

SMALL HUMANOID (HEDGE), CHAOTIC NEUTRAL

Armor Class 16 (natural armor)
Hit Points 36 (8d6 + 8)
Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Dex +4, Cha +6

Skills Insight +6, Perception +4, Persuasion +6, Performance +8

Senses passive Perception 14

Languages Hedge, Birdfolk; can speak with beasts of any size, which represent spiders, insects, worms, or bugs.

Challenge 2 (450 XP)

Spellcasting. Moonflower is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *gust barrier**, *mage hand*, *minor illusion*

1st level (4 slots): *cure wounds*, *faerie fire*, *healing word*, *sleep*

2nd level (3 slots): *blindness/deafness*, *hold person*, *invisibility*

* New spell described in Appendix D

Soulful Rhapsody (2/Day). Moonflower can use a bonus action on her turn to target one creature within 30 feet of her. If the target can hear Moonflower, the target must succeed on a DC 14 Wisdom saving throw or become overcome with emotion from Moonflower's performance, becoming incapacitated until the start of Moonflower's next turn.

ACTIONS

Multiattack. Moonflower makes two weapon attacks with her rapier.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Curl Up. Moonflower curls up into a spiny ball. While curled up in this way she cannot move, attack, or cast spells with somatic components, and her base armor class becomes 19. Any creature that misses Moonflower with a melee attack while she is curled up takes 2d4 points of piercing damage from her sharp quills. If a creature hits the bard while she is curled up, however, Moonflower is knocked prone in her space at the end of the turn. Moonflower may uncurl herself at any point during her turn.

THE MOSSBOWS

The Mossbows are a family of strigs that live in the city of Alderheart. They are ordinary folk who have lived in the city for most of their lives, earning a modest living from their small, local bookshop.

MERLE AND MORRIS MOSSBOW

Merle and Morris are the proud strig parents of little Stoa. If anything were ever to happen to Stoa, they would be beside themselves. Both Merle and Morris use the same stat block.

STOA MOSSBOW

The offspring of Merle and Morris Mossbow, Stoa is a young strig who steps into trouble more often than their parents like. Though the wide-eyed Stoa may not know it yet, they have the heart of an adventurer, and adventure has a knack for finding them. Stoa carries a few shiny buttons and a coin they found and keep for good luck. When asked about the objects, Stoa hides them away and denies their existence.

MERLE AND MORRIS MOSSBOW

MEDIUM HUMANOID (STRIG), CHAOTIC GOOD

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Birdfolk; understands Auran but can't speak it

Challenge 0 (10 XP)

Glide. When falling at least 10 feet, Merle and Morris can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Patterned Feathers. Merle and Morris have advantage on Dexterity (Stealth) checks when they attempt to hide in a forest.

Talons. Merle and Morris have advantage on Strength (Athletics) checks made to climb any surface their talons could reasonably grip.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

STOA MOSSBOW

SMALL HUMANOID (STRIG), CHAOTIC GOOD

Armor Class 10
Hit Points 3 (1d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	8 (-1)	7 (-2)	12 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Birdfolk; understands Auran but can't speak it

Challenge 0 (10 XP)

Glide. When falling at least 10 feet, Stoa can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Patterned Feathers. Stoa has advantage on Dexterity (Stealth) checks when they attempt to hide in a forest.

Talons. Stoa has advantage on Strength (Athletics) checks made to climb any surface their talons could reasonably grip.

ACTIONS

Talons. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

ORN PROUDBEAK

Orn Proudbeak is an old, doubled-over huden gallus who walks with a cane. A farmer, he owns the land at the entrance of Marshview. He is a highly opinionated bird who despises the current state of the village, though he has a particular dislike for Elora Quickwit and her dishonest schemes.

Elora Quickwit



ORN PROUDBEAK

MEDIUM HUMANOID (GALLUS), LAWFUL GOOD

Armor Class 12
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	10 (+0)	12 (+1)	15 (+2)	12 (+1)

Skills History +5, Nature +5, Survival +4

Senses passive Perception 10

Languages Birdfolk; understands Auran but can't speak it

Challenge 0 (10 XP)

Glide. When falling at least 10 feet, Orn can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement, and takes no falling damage. Orn can't glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Seedspeech. Orn can communicate simple ideas to living plants, and is able to interpret their responses in simple language.

Wing Flap. As a bonus action, Orn can use his powerful feathered arms to propel himself upward up to half his movement speed. Orn can use this in conjunction with a regular jump, but not while gliding.

ACTIONS

Staff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage or 2 (1d6 - 1) bludgeoning damage if used with two hands.

PETRA CLOUDBURST

SMALL HUMANOID (RAPTOR), LAWFUL GOOD

Armor Class 15 (studded leather)
Hit Points 35 (10d6)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	11 (+0)	12 (+1)	15 (+2)

Skills Athletics +1, Perception +3, Persuasion +6

Senses passive Perception 13

Languages Birdfolk, Jerbeen, Tilia; understands Auran but can't speak it

Challenge 2 (450 XP)

Missing Wing. Petra's missing wing means she can't truly glide the way she used to, but she can still use her remaining wing to slow her descent. When falling at least 10 feet, Petra can spend a reaction to gain resistance to falling damage until the end of the turn. Petra can't do this if she is carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Aura of Leadership. Petra and all allies within 10 feet of her who can see her and hear her have advantage on Constitution saving throws and saving throws against fear.

Talons. Petra has advantage on Strength (Athletics) checks to climb any surface her talons could reasonably grip.

Patient. When Petra takes a readied action, she has advantage on the first attack roll, skill check, or ability check she makes as a part of that action.

ACTIONS

Multiattack. Petra makes three melee attacks—two with her cutlass and one with her talons— or she makes two ranged attacks with her twinshot hand crossbow.

Cutlass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Twinshot Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. This special hand crossbow can be fired twice before it needs to be reloaded.

REACTIONS

Parry. Petra adds 2 to her AC against one melee attack that would hit her. To do so, Petra must see the attacker and be wielding a melee weapon.

PETRA CLOUDBURST

A venerable maran raptor known to all in Saltar's Port as "The Captain", Petra is the enigmatic proprietor of The Crimson Rose, an imported and navel goods shop just outside of Saltar's Port. She is a dignified figure who runs her business with the discipline of a naval vessel, and is rarely seen without her full coast guard regalia, despite her retirement many

years ago. One of The Captain's more distinguishing features is her left arm, which is missing its wing feathers. This battle-scar was caused when the bolt of a heavy ballista struck her during a heated skirmish against pirates, and she carries it with the pride of a battle well-fought.

GERTA DOWNYRUFF

MEDIUM HUMANOID (STRIG), NEUTRAL GOOD

Armor Class 14 (studded leather)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Nature +4, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Birdfolk; understands Auran but can't speak it
Challenge 1 (200 XP)

Glide. When falling at least 10 feet, Gerta can spend a reaction to fly up to her speed in one direction as she descends.

She lands in an unoccupied space at the end of her movement, and takes no falling damage. Gerta can't glide while carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Keen Sight. Gerta has advantage on Wisdom (Perception) checks that rely on sight.

Patterned Feathers. Gerta has advantage on Dexterity (Stealth) checks when she attempts to hide in a forest.

Talons. Gerta has advantage on Strength (Athletics) checks made to climb any surface her talons could reasonably grip.

ACTIONS

Multiattack. Gerta makes two ranged attacks.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. Gerta can choose to grapple a target hit by this attack as a bonus action.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

HANNITY LERUNE

SMALL HUMANOID (LUMA), CHAOTIC GOOD

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +3
Damage Resistances poison
Senses passive Perception 10
Languages Birdfolk; understands Auran, but can't speak it
Challenge 1/2 (100 XP)

Glide. When falling at least 10 feet, Hannity can spend a reaction to fly up to her speed in one direction as she

descends. She lands in an unoccupied space at the end of her movement, and takes no falling damage. Hannity can't glide while carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Fated (Recharges after a Long Rest). Hannity can choose to reroll any attack, skill check, or saving throw.

Resilience. Hannity has advantage on saving throws against being poisoned.

Touched. Hannity knows the *gust barrier** cantrip. Charisma is her spellcasting ability for this cantrip.

* New spell described in Appendix D

Wing Flap. As a bonus action, Hannity can use her powerful feathered arms to propel herself upward up to half his movement speed. Hannity can use it in conjunction with a regular jump, but not while gliding.

ACTIONS

Cutlass. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

PETRA'S CREW

The Crimson Rose has a dedicated staff that has remained mostly unchanged since its establishment. Petra proudly refers to the staff as her "crew." The first crew members followed The Captain into retirement from the Coast Guard, and others have since come to serve at The Crimson Rose under Petra's guidance. More than just workers, the crew and The Captain share a bond akin to family.

GERTA DOWNYRUFF

A warmhearted and savvy stout strig, Gerta Downyruff once served Petra as the ship's navigator. Her knowledge of sea

routes and the ways weather patterns can affect shipping lines have made her well-suited to setting the prices for The Crimson Rose's various imported goods.

HANNITY LERUNE

Hannity is a young sable luma with a foul mouth and a crude sense of humor. Hannity can be abrasive to those who haven't earned her trust, but anyone who can take a joke or two at their own expense will find her to be warm and jovial. She works closely with Gerta and has taken on the role of inventory manager, ensuring that all stock that passes through the shop is accounted for.

LUCAS AZIRA

MEDIUM HUMANOID (VULPIN), LAWFUL GOOD

Armor Class 13 (leather)
Hit Points 46 (8d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	14 (+2)	11 (+0)	15 (+0)

Saving Throws Str +4, Dex +6, Wis +2
Skills Athletics +4, History +4
Senses darkvision 60 ft., passive Perception 10
Languages Birdfolk, Vulpin
Challenge 1 (200 XP)

Evasive. Lucas adds his Intelligence modifier as a bonus to Dexterity saving throws (already included in the stat block).

ACTIONS

Multiattack. Lucas makes two rapier attacks and one bite attack. Or Lucas makes two ranged attacks with his twin-shot hand crossbow.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Twinshot Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. This special hand crossbow can be fired twice before it needs to be reloaded.

REACTIONS

Parry. Lucas adds 2 to his AC against one melee attack that would hit him. To do so, Lucas must see the attacker and be wielding a melee weapon.

SLIP TIDESWELL

SMALL HUMANOID (RAPTOR), LAWFUL GOOD

Armor Class 15 (chain shirt)
Hit Points 33 (6d6 + 12)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	14 (+2)	13 (+1)	8 (–1)

Skills Perception +3
Senses passive Perception 13
Languages Birdfolk; understands Auran but can't speak it
Challenge 1 (200 XP)

Glide. When falling at least 10 feet, Slip can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement, and takes no falling damage. Slip can't glide while

carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Drop Attack. Slip can make an attack during his glide. If he does so, he deals an extra 1d8 points of damage.

Patient. When Slip takes a readied action, he has advantage on the first attack roll, skill check, or ability check he makes as a part of that action.

Talons. Slip has advantage on Strength (Athletics) checks to climb any surface his talons could reasonably grip.

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Riposte. Slip reduces the damage dealt by one melee attack that would hit him by 1d8, and deals that much piercing damage to his attacker. Slip must see the attacker and be wielding a rapier.

LUCAS AZIRA

An aged vulpin with a prosthetic leg who was once Petra's first mate, and who now serves as the manager of The Crimson Rose. Lucas is patient, kind, and possesses an affection for The Captain, which he finds difficult to act on due to their professional relationship. He cares deeply for Petra and would do anything to help her achieve her dreams.

SLIP TIDESWELL

A stoic and disciplined maran raptor who lost his right eye serving in the Coast Guard. Before he followed Petra into

retirement, he acted as the ship's quartermaster. Slip is now in charge of security at The Crimson Rose. An expert in weaponry and a master of several birdfolk combat techniques, Slip gladly offers his expertise to any customers in need.

LORNO AND LANELLE BURROWBRIGHT

Lorno and Lanelle Burrowbright, a pair of jerbeen siblings hail from a small village down the Talongrip Coast and have only worked for Petra for a year. Both siblings use the stat block for a **jerbeen commoner**. They are neutral good.

PHOROSFEATHER, GRAND INQUISITOR OF GESME

Grand Inquisitor Phorosfeather is an older mistral raptor with narrowed eyes and a perpetual frown. Highly perceptive and suspicious by nature, he is the leader of the Inquisitors of Gesme, an ancient Order in Alderheart with fiercely traditional religious beliefs.

PLEASANTPAW

A young-looking, gangly hedge bard, Pleasantpaw has been thrown out of inns all across Humblewood. He has made it his life's goal to popularize new instruments developed at scroungecrafting competitions, which he purchases and plays at every opportunity. He is an atrocious musician and an even worse judge of scroungecraft items. Elora Quickwit employs him to smuggle contraband across Humblewood, which Pleasantpaw does gladly, knowing he is always welcome back at her inn in Marshview.

RAPTOR DECKHAND

The crew of the pirate poacher Skopps the Beast-Breaker is made up of maran raptors who are as skilled in nautical exploration as they are in combat.

RAPTOR FREEBOOTER

Freebooters are skilled smugglers and skirmishers who can be found in the employ of only the most successful pirate crews. While their loyalty is easily secured with coin, most will abandon their captain or seek to mutiny if they lose faith in their captain's ability to keep their pockets filled.

RAPTOR MERCENARY

Mercenaries in the Wood perform a variety of jobs from hired bodyguards for traveling merchants to bounty hunters. While there are certainly those sellswords who operate in broad daylight, many tend towards work that is more illicit.

THE RAGTAGGERS

A band of old hunting buddies, the Ragtaggers are three humblefolk hunters who work together as a team to bring down large quarry. The Ragtaggers are made up of Snap (a thin and shrewd vulpin), Cackle (a good-humored and barrel-chested mapach known for his chuckle), and Podge (a very grumpy hedge and the de facto leader of the group). They may appear to be little more than bandit scoundrels, but underneath their suspicious exteriors are three devoted friends who are happy to help wanderers, sometimes even for free.

SAGE, THE ROOSTMOTHER

Sage is a one-legged gallus with fluffy, white-grey feathers that resemble fur. She looks and acts like a walking storm cloud but has a soft voice and a kind heart. Sage wears soft linen rags most likely made from discarded pieces of clothing that once belonged to wealthy birdfolk. Each piece looks carefully selected, as if it has a story to tell. A black luma feather on a chain can be spotted around her neck with a successful DC 18 Wisdom (Perception) check.

PHOROSFEATHER

SMALL HUMANOID (RAPTOR), LAWFUL NEUTRAL

Armor Class 14 (chain shirt)
Hit Points 27 (6d6 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	13 (+1)	17 (+3)	13 (+1)

Skills Investigation +3, Perception +5, Religion +3

Senses passive Perception 15

Languages Birdfolk; understands Auran, but can't speak it

Challenge 2 (450 XP)

Glide. When falling at least 10 feet, Phorosfeather can spend a reaction to fly up to his speed in one direction as He descends. He lands in an unoccupied space at the end of his movement, and takes no falling damage. Phorosfeather can't glide while carrying heavy objects, or heavy weapons (though he can drop any held items as part of his reaction).

Talons. Phorosfeather has advantage on Strength (Athletics) checks made to climb any surface his talons could reasonably grip.

Spellcasting. Phorosfeather is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Phorosfeather has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *bane, detect evil and good, guiding bolt*

2nd level (3 slots): *silence, spiritual weapon*

3rd level (2 slots): *bestow curse, spirit guardians*

Aerial Defense. As long as Phorosfeather is falling, gliding, or jumping, attacks made against him have disadvantage.

Gesme's Wrath. As a bonus action, Phorosfeather can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) fire damage to a target on a hit. This benefit lasts until the end of the turn. If Phorosfeather expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Woodland Hunter. Phorosfeather treats three-quarters cover as half cover and half cover as no cover.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

PLEASANTPAW

SMALL HUMANOID (HEDGE), CHAOTIC NEUTRAL

Armor Class 15 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	9 (-1)	16 (+3)

Saving Throws Dex +3, Int +2

Skills Deception +5, History +2, Investigation +4, Persuasion +5, Perception +3

Senses passive Perception 13

Languages Birdfolk, Hedge; can speak with beasts of any size, which represent spiders, insects, worms, or bugs

Challenge 2 (450 XP)

Spellcasting. Pleasantpaw is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *gust barrier**, *prestidigitation*, *vicious mockery*

1st level (4 slots): *bane*, *healing word*, *hideous laughter*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*, *suggestion*

* *New spell described in Appendix D*

Racket (2/Day). Pleasantpaw can use a bonus action on his turn to target any number of creatures within 30 feet of him. Any of these creatures that can hear Pleasantpaw play or croon his music must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws for one minute. A creature can attempt a new saving throw at the end of each of its turns, ending the effect on a success. A creature that succeeds on their saving throw against this effect, or has the effect ended for it, is immune to Pleasantpaw's racket for 24 hours. Creatures that are immune to being frightened are immune to this effect.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Curl Up. Pleasantpaw curls up into a spiny ball. While curled up in this way he can't move, attack, or cast spells with somatic components, and his base armor class becomes 19. Any creature that misses Pleasantpaw with a melee attack while he is curled up takes 2d4 points of piercing damage from his sharp quills. If a creature hits Pleasantpaw while he is curled up, however, Pleasantpaw is knocked prone in his space at the end of the turn. Pleasantpaw may uncurl himself at any point during his turn.

Pleasantpaw



RAPTOR DECKHAND

SMALL HUMANOID (RAPTOR), ANY NON-GOOD ALIGNMENT

Armor Class 13 (leather armor)
Hit Points 18 (4d6 + 4)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	15 (+2)	11 (+0)

Skills History +2, Perception +6, Stealth +4, Survival +6
Senses passive Perception 16
Languages Birdfolk; understands Auran but can't speak it
Challenge 1/2 (100 XP)

Glide. When falling at least 10 feet, the deckhand can spend a reaction to fly up to its speed in one direction as it descends. It lands in an unoccupied space at the end of its movement, and takes no falling damage. The deckhand can't glide while carrying heavy objects, heavy weapons, or shields (though it can drop any held items as part of its reaction).

Talons. The deckhand has advantage on Strength (Athletics) checks made to climb any surface its talons could reasonably grip.

Keen Hearing and Sight. The deckhand has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Patient. When the deckhand reacts with a readied action, it has advantage on the first attack roll, skill check, or ability check it makes as a part of that action.

Sure Footing. The deckhand ignores non-magical difficult terrain.

ACTIONS

Multiattack. The deckhand makes two melee attacks or two attacks with its hand crossbow.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Saber. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, ranged 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

RAPTOR FREEBOOTER

SMALL HUMANOID (RAPTOR), NEUTRAL EVIL

Armor Class 14 (leather)
Hit Points 55 (10d6 + 20)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	8 (-1)	13 (+1)	15 (+2)

Skills Athletics +2, Perception +5, Persuasion +4
Senses passive Perception 15
Languages Birdfolk; understands Auran, but can't speak it
Challenge 2 (450 XP)

Glide. When falling at least 10 feet, the freebooter can spend a reaction to fly up to its speed in one direction as it descends. It lands in an unoccupied space at the end of their movement, and takes no falling damage. The freebooter can't glide while carrying heavy objects, heavy weapons, or shields (though it can drop any held items as part of its reaction).

Talons. The freebooter has advantage on Strength (Athletics) checks to climb any surface its talons could reasonably grip.

Confidence. The freebooter adds its Charisma modifier to its initiative rolls.

Patient. When the freebooter takes a readied action, it has advantage on the first attack roll, skill check, or ability check it makes as a part of that action.

Sneak Attack. Once per turn, the freebooter deals an extra 3 (1d6) damage when it hits a target with a weapon attack and it has advantage on the attack roll, or when the target is within 5 feet of an ally of the freebooter that isn't incapacitated and the freebooter doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The freebooter makes two saber attacks and one talons attack or two attacks with its hand crossbow.

Saber. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



RAPTOR MERCENARY

SMALL HUMANOID (RAPTOR), ANY NEUTRAL ALIGNMENT

Armor Class 14 (leather armor)
Hit Points 16 (3d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Nature +3, Perception +5, Stealth +5, Survival +5
Senses passive Perception 15
Languages Birdfolk; understands Auran but can't speak it
Challenge 1/2 (100 XP)

Glide. When falling at least 10 feet, the mercenary can spend a reaction to fly up to its speed in one direction as it descends. It lands in an unoccupied space at the end of its movement, and takes no falling damage. The mercenary can't glide while carrying heavy objects, heavy weapons, or shields (though it can drop any held items as part of its reaction).

Talons. The mercenary has advantage on Strength (Athletics) checks made to climb any surface its talons could reasonably grip.

Aerial Defense. As long as the mercenary is falling, gliding, or jumping, attacks made against it have disadvantage.

Woodland Hunter. The mercenary treats three-quarters cover as half cover and half cover as no cover.

ACTIONS

Multiattack. The mercenary makes two melee attacks or two ranged attacks.

Saber. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

SNAP

MEDIUM HUMANOID (VULPIN), NEUTRAL

Armor Class 15 (studded leather)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	14 (+2)	10 (+0)	11 (+0)

Saving Throws Dex +7, Int +4, Wis +2

Skills Acrobatics +5, Perception +4, Stealth +7, Survival +2

Senses darkvision 60 ft., passive Perception 14

Languages Birdfolk, Mapach, Vulpin

Challenge 2 (450 XP)

Evasive. Snap adds her Intelligence modifier as a bonus to his Dexterity saving throws (already included in stat block).

Hunter's Eye (3/Day). As a bonus action, Snap can add 1d8 to her next attack or damage roll made with a ranged weapon.

ACTIONS

Multiattack. Snap makes two melee attacks or two ranged attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Parry. Snap adds 2 to her AC against one melee attack that would hit her. To do so, Snap must see the attacker and be wielding a melee weapon.

The Raptagger's enjoying a game



CACKLE

MEDIUM HUMANOID (MAPACH), NEUTRAL GOOD

Armor Class 14 (studded leather)
Hit Points 67 (9d8 + 27)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	11(+0)	13 (+1)	11 (+0)

Saving Throws Str +5, Dex +4, Wis +3
Skills Athletics +5, Perception +5, Sleight of Hand +4
Senses darkvision 60 ft., passive Perception 15
Damage Resistances poison
Languages Birdfolk, Mapach
Challenge 2 (450 XP)

Resilience. Cackle has advantage on saving throws against being poisoned.
Skulker. Cackle has advantage on Stealth checks made in dim light or total darkness.

ACTIONS

Multiattack. Cackle makes two attacks with his longsword or two attacks with his shortbow.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

REACTIONS

Parry. Cackle adds 2 to his AC against one melee attack that would hit him. To do so, Cackle must see the attacker and be wielding a melee weapon.

PODGE

SMALL HUMANOID (HEDGE), NEUTRAL

Armor Class 15 (natural armor)
Hit Points 40 (9d6 + 9)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	15 (+2)	15 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5
Skills Insight +4, Medicine +4, Nature +4, Performance +5, Persuasion +5
Senses passive Perception 12
Languages Birdfolk, Hedge, Mapach, Vulpin; can speak with beasts of any size which represent spiders, insects, worms, or bugs
Challenge 2 (450 XP)

Spellcasting. Podge is a 2nd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *mending, vicious mockery*

1st level (3 slots): *cure wounds, faerie fire, healing word, sleep, thunderwave*

ACTIONS

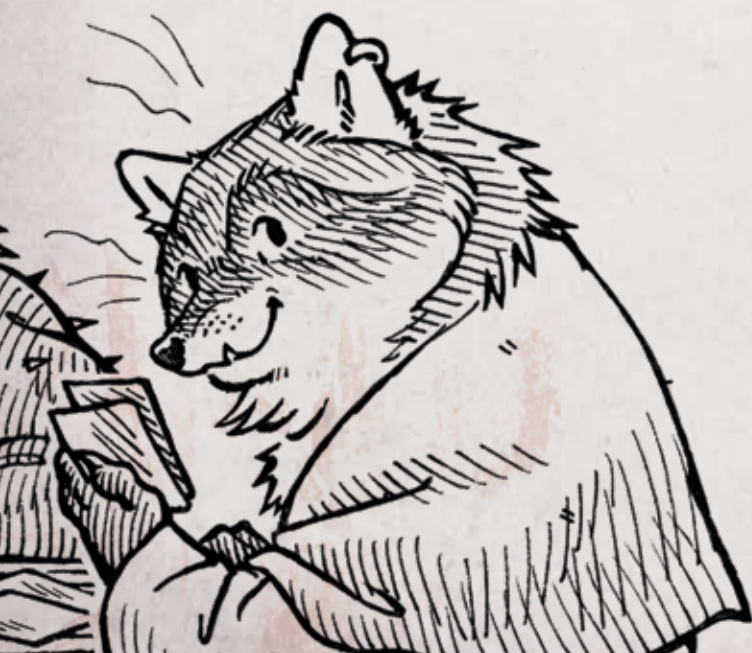
Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Curl Up. Podge curls up into a spiny ball. While curled up in this way he cannot move, attack, or cast spells with somatic components, and his base armor class becomes 19. Any creature that misses Podge with a melee attack while they are curled up takes 2d4 points of piercing damage from their sharp quills. If a creature hits Podge while he is curled up, however, Podge is knocked prone in his space at the end of the turn. Podge may uncurl himself at any point during his turn.

REACTIONS

Mocking Distraction. Podge hurls jarring insults at an attacking creature he can see within 30 feet of him. The creature rolls 1d4 and subtracts the result from their attack roll, potentially causing the attack to miss. A creature must be able to hear Podge in order to be affected by their jeers.



SAGE

MEDIUM HUMANOID (GALLUS), NEUTRAL GOOD

Armor Class 13 (hide armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses passive Perception 11

Languages Birdfolk, Druidic, Jerbeen, Mapach; understands Auran but can't speak it

Challenge 2 (450 XP)

Glide. When falling at least 10 feet, Sage can spend a reaction to fly up to her speed in one direction as she descends. She lands in an unoccupied space at the end of her movement and takes no falling damage. She cannot glide while carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Seedspeech. Sage can communicate simple ideas to living plants and is able to interpret their responses in simple language.

Spellcasting. Sage is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, speak with animals, spiny shield*, thunderwave*

2nd level (3 slots): *animal messenger, pass without trace*

* New spell described in Appendix D

Wing Flap. As a bonus action, Sage can use her powerful feathered arms to propel herself upward up to half her movement speed. Sage can use it in conjunction with a regular jump, but not while gliding.

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 11 (2d8 + 2) bludgeoning damage with shillelagh.

SKOPPS THE BEAST-BREAKER

Skopps is a grizzled but imposing strig with an uncanny power over creatures. He has used this power to capture and exploit wild beasts and monsters for profit. He and his band of poachers live outside the law, selling their services to others who operate in the shadows.

SPLECK SMANDRA

Spleck Smandra is a colorful tilia merchant from the Gasparian Isles, who uses his status as a curiosity in Humblewood to dupe those eager to spend large amounts of coin on the low-quality and dangerous items he sells as "exotic goods." A survivor and a narcissist, he sees most of the folk in Humblewood as easy marks and is eager to swindle just about anyone. This daring nature gets Spleck into trouble more often than not, but thanks to his charm and quick wit, he is adept at controlling conversations and turning even bad situations to his advantage.

SALTFEATHER

A venerable and notorious dusk corvum pirate with dark plumage flecked with mottled grey specks, and a fierce, three-pronged silver hook in place of his right claw. Saltfeather has a deep hatred for Petra Cloudburst, owing to their last encounter in which she sliced off his claw.

STRIG BERSERKER

This is the stat block of the **berserker**, adjusted with swift strig traits.

STRIG TRACKER

Capable of moving swiftly through the wilderness, trackers help find those who have lost their way in the forest. Accomplished survivalists, they are familiar with hidden pathways throughout the Wood. Often found alongside woodland beasts, many have formed bonds with these creatures, and find their aid useful in locating lost travelers. For Strigs, known for being at ease even in the harshest environments, becoming a tracker can prove a satisfying challenge. Some use their skills to double as bounty hunters, which can provide for an even more thrilling chase.

TEMPA GREENKEEPER

Tempa Greenkeeper is a slight and bombastic teenage jerbeen with a flair for performance. Recently, due to her uncanny ability to fly, she has been swept up in gossip that claims she is wind-touched, a rumor that has attracted a veritable flock of believers to Marshview to receive her blessings.

SKOPPS THE BEAST-BREAKER

MEDIUM HUMANOID (STRIG), CHAOTIC EVIL

Armor Class 17 (breastplate)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Skills Athletics +4, Intimidation +5, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Birdfolk; understands Auran but can't speak it

Challenge 4 (1,100 XP)

Glide. When falling at least 10 feet, Skopps can spend a reaction to fly up to his speed in one direction as he descends. Skopps lands in an unoccupied space at the end of his movement and takes no falling damage. Skopps cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Talons. Skopps has advantage on ability checks made to climb any surface his talons could reasonably grip.

ACTIONS

Multiattack. Skopps makes two attacks. He can then use his Beast Command action.

Barbed Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (3d4 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. After a hit, Skopps may spend a bonus action to grapple the target (escape DC 13).

Beast Command. Skopps commands a beast or monstrosity within 80 feet of him that can hear him. The target must succeed on a DC 15 Wisdom saving throw or be frightened of Skopps until the end of his next turn.

While the target is frightened and Skopps is conscious, Skopps has a telepathic link with it, and can use this link to mentally control the creature. At the start of the controlled creature's turn, Skopps can decide what actions and movement the creature takes on its turn. The target takes only the actions Skopps commands, and doesn't do anything that Skopps doesn't allow it to do. Skopps can cause the creature to use a reaction at any time, but this requires Skopps to use his reaction as well.

Each time the controlled creature takes damage, it makes a Wisdom saving throw against being frightened. If the saving throw succeeds, this effect ends. Beast Command is a magical effect.

SPLECK SMANDRA

MEDIUM HUMANOID (TILIA), NEUTRAL EVIL

Armor Class 13 (leather armor)
Hit Points 22 (5d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	18 (+4)

Skills Deception +8, Insight +4, Perception +2, Performance +8, Persuasion +6

Senses darkvision 60 ft., passive Perception 12

Languages Birdfolk, Jerbeen, Mapach, Tilia, Vulpin

Challenge 3 (700 XP)

Cunning Action. On each of his turns, Spleck can use a bonus action to take the Dash, Disengage, or Hide action.

Forest Cunning. Spleck has advantage on Dexterity (Stealth) checks made in forests and jungle environments.

Purifying Skin. Spleck has advantage on saving throws made to resist being poisoned or infected with a disease.

Sneak Attack (1/Turn). Spleck deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Spleck that isn't incapacitated and Spleck doesn't have disadvantage on the attack roll.

Sticky Grip. Spleck can climb upside down or on difficult surfaces without making ability checks.

ACTIONS

Multiattack. Spleck makes two melee attacks with his dagger.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 13 (3d8) poison damage.

Sticky Tongue. Spleck extends his long sticky tongue toward an object he can see within 20 feet of him. His sticky tongue grabs the object and pulls it to him in a straight line. If Spleck has free hands, he can immediately wield the object; otherwise, it drops at his feet. If the object is being held or carried by a creature, Spleck and that creature make opposed Strength (Athletics) checks. If the creature wins, it maintains its hold on the object. Alternatively, if Spleck targets an object that is heavier than himself, he is instead pulled toward the object, provoking opportunity attacks as normal.

REACTIONS

Poison Skin (Recharges on a Short or Long Rest). When a creature touches Spleck, hits him with a melee weapon attack using natural weapons, or grapples him, Spleck can cause that creature to make a DC 14 Constitution saving throw. On a failure, the target takes 5 (2d4) poison damage and becomes poisoned until the end of Spleck's next turn. On a success, the target takes half as much damage and isn't poisoned.

SALTFEATHER

MEDIUM HUMANOID (CORVUM), LAWFUL EVIL

Armor Class 16 (studded leather)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +4, Wis +5

Skills Insight +5, Intimidation +9, Perception +5, Stealth +10

Senses passive Perception 15

Languages Birdfolk, Jerbeen, Tilia; understands Auran but can't speak it

Challenge 5 (1,800 XP)

Glide. When falling at least 10 feet, Saltfeather can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement and takes no falling damage. Saltfeather cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Hook and Talon. Saltfeather has advantage on Strength (Athletics) checks to climb any surface his talons and silvered hook-hand could reasonably grip.

Sneak Attack (1/Turn). Saltfeather deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is

within 5 feet of an ally of Saltfeather that isn't incapacitated and Saltfeather doesn't have disadvantage on the attack roll.

Skulker. Saltfeather has advantage on Dexterity (Stealth) checks made in dim light or darkness.

ACTIONS

Multiattack. Saltfeather makes three melee attacks: two with his cutlass and one with his hook.

Cutlass. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Hook. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. On a successful hit, Saltfeather may spend a bonus action to grapple the target (escape DC 11). A target who escapes from this grapple must make a DC 15 Dexterity saving throw or take 5 (2d4) piercing damage from the hook. This is a silvered weapon.

Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Bomb (3/Day). After sparking his hook to light the fuse, Saltfeather lobbs an iron shell filled with alchemical explosives. Choose a point within 60 feet of Saltfeather that he can see. Each creature within 10 feet of that point must attempt a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage and 14 (4d6) piercing damage on a failed saving throw, or half as much on a successful one.

REACTIONS

Parry. Saltfeather adds 3 to his AC against one melee attack that would hit him. To do so, Saltfeather must see the attacker and be wielding a melee weapon. If not grappling a target with his hook, Saltfeather can use it to parry.

STRIG BERSERKER

MEDIUM HUMANOID (STRIG), ANY CHAOTIC ALIGNMENT

Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	9 (-1)	12 (+1)	9 (-1)

Senses darkvision 60 ft, passive Perception 10

Languages Birdfolk; understands Auran but can't speak it

Challenge 2 (450 XP)

Glide. When falling at least 10 feet, the berserker can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the

end of their movement, and take no falling damage. The berserker can't glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Talons. The berserker has advantage on Strength (Athletics) checks made to climb any surface their talons could reasonably grip.

Patterned Feathers. The berserker has advantage on Dexterity (Stealth) checks when they attempt to hide in a forest.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

STRIG TRACKER

MEDIUM HUMANOID (STRIG), ANY NEUTRAL ALIGNMENT

Armor Class 14 (Hide Armor)
Hit Points 65 (10d8 + 20)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Acrobatics +6, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Birdfolk, and two other languages; understands Auran but can't speak it

Challenge 3 (700 XP)

Glide. When falling at least 10 feet, the tracker can spend a reaction to fly up to its speed in one direction as it descends. It lands in an unoccupied space at the end of its movement, and takes no falling damage. The tracker can't glide while carrying heavy objects, heavy weapons, or shields (though it can drop any held items as part of its reaction).

Talons. The tracker rolls advantage on Strength (Athletics) checks made to climb any surface its talons could reasonably grip.

Spellcasting. The tracker is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The strig tracker has the following ranger spells prepared:

1st level (3 slots): *elevated sight**, *hunter's mark*, *long-strider*, *speak with animals*

* New spell described in Appendix D

Patterned Feathers. The tracker has advantage on Dexterity (Stealth) checks when it attempts to hide in a forest.

Reya's Keen Eye. The tracker can make Wisdom (Perception) checks as a bonus action to try and find hidden creatures.

ACTIONS

Multiattack. The tracker makes two melee attacks, one with its longsword and one with its hand axe. Or they make two ranged attacks with its hand axe.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if wielding with both hands.

Hand Axe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

TEMPA GREENKEEPER

SMALL HUMANOID (JERBEEN), NEUTRAL GOOD

Armor Class 13
Hit Points 27 (6d6 + 6)
Speed 30 ft. (fly 60 ft. with Borrowed Flight)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	15 (+2)

Skills Acrobatics +5

Senses passive Perception 10

Languages Birdfolk, Jerbeen

Challenge 1 (200 XP)

Aerial Ace. As long as she's flying, attacks against Tempa are made with disadvantage.

Borrowed Flight (Recharges on a Long Rest). Tempa has a fly speed of 60 feet and can hover. This lasts for 1 hour. Once the effect ends, she gently floats to earth. Tempa must finish a long rest within 5 feet of the infant amphitere to recharge this feature. This is a magical effect.

Daring Action. Tempa can use a bonus action to take the Dash, Disengage, or Help action.

Standing Leap. Tempa's long jump is 30 feet, and her base high jump is 15 feet, with or without a running start.

ACTIONS

Slingshot. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

REACTIONS

Uncanny Luck (3/Day). Tempa takes no damage from an attack.

VELMA LEICESTER

Velma is a young and talented jerbeen who has a reputation for dabbling in just about everything from fishing to alchemy. This was until she apprenticed under Arlowene Lum, and she decided to devote herself to becoming a healer. She is ordinarily bright and cheerful, speaking quickly while also being rather soft-spoken.

VULPIN BERSERKER

This is the stat block of the **berserker**, adjusted with vulpin traits.

VULPIN BUCCANEER

The vulpin buccaneer listed in the Wakewyrm's Fury uses the **vulpin captain** stat block.

VULPIN CAPTAIN

Captains are respected among the bandit forces, leading units on raids and ambushes, and sometimes running the operations of an entire camp. While captains are among the more skilled warriors in the coalition, involvement with day-to-day operations grants them a certain rapport with even the low-ranking bandits. This leadership, coupled with their prowess, allows them to rally or kowtow those foolish enough to consider desertion. Vulpins, with their natural ambition, cunning, and

force of personality, can readily be found climbing to the rank of captain.

VULPIN CULT FANATIC

This is the stat block of the **cult fanatic**, adjusted with vulpin traits.

VULPIN GLOOMWEAVER

As the elite spellcasters of the Devotees of Kren, these Gloomweavers are masters of shadow conjuration and baleful illusions. They hail from a land across the sea, where the leader of their sect supposedly lives.

Gloomweavers fight fearlessly, for they have given themselves fully to Kren's power and are convinced that they will be reborn at her side when they die.

VULPIN SPY

This is the stat block of the **spy**, adjusted with vulpin traits.

ZIFA FREEWIND

An enterprising and enchanting sera luma, Zifa is the star manager of the prestigious Zephyr and Co. fine goods boutique in Alderheart's Canopy Market. When she isn't personally seeing to the needs of her most important clientele, Zifa can usually be found flitting about with a notepad, busily checking the inventory and preparing her store for the next season's arrivals.

VELMA LEICESTER

SMALL HUMANOID (JERBEEN), CHAOTIC GOOD

Armor Class 11
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	15 (+2)	14 (+2)	12 (+1)

Skills Arcana +4, Medicine +4, Religion +4

Senses passive Perception 12

Languages Birdfolk, Jerbeen

Challenge 1/4 (50 XP)

Spellcasting. Velma is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Velma has the following spells prepared:

Cantrips (at will): *light, mending, message*

1st level (3 slots): *cure wounds, protection from evil and good, sleep*

Standing Leap. Velma's long jump is 30 feet, and her base high jump is 15 feet, with or without a running start.

Team Tactics. Velma can take the Help action as a bonus action.

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

VULPIN BERSERKER

MEDIUM HUMANOID (VULPIN), ANY CHAOTIC ALIGNMENT

Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	12 (+1)	11 (+0)	11 (+0)

Saving Throws Dex +3

Senses darkvision 60 ft, passive Perception 10

Languages Birdfolk, Vulpin

Challenge 2 (450 XP)

Evasive. The berserker adds its Intelligence modifier as a bonus to its Dexterity saving throws (already included in the stat block).

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

VULPIN CAPTAIN

MEDIUM HUMANOID (VULPIN), NEUTRAL EVIL

Armor Class 14 (studded leather)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	14 (+2)	14 (+2)	12 (+1)

Saving Throws Dex +4

Skills Acrobatics +4, Perception +4

Senses darkvision 60ft., passive Perception 14

Languages Birdfolk, Vulpin

Challenge 1 (200 XP)

Evasive. The captain adds its Intelligence modifier as a bonus to its Dexterity saving throws (already included in the stat block).

ACTIONS

Multiattack. The captain makes two attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. The captain must see the attacker and be wielding a melee weapon.

VULPIN CULT FANATIC

MEDIUM HUMANOID (VULPIN), ANY NON-GOOD ALIGNMENT

Armor Class 13 (leather armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +3

Skills Deception +4, Persuasion +4, Religion +2

Senses darkvision 60 ft, passive Perception 11

Languages Birdfolk, Vulpin

Challenge 2 (450 XP)

Evasive. The fanatic adds its Intelligence modifier as a bonus to its Dexterity saving throws (already included in the stat block).

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

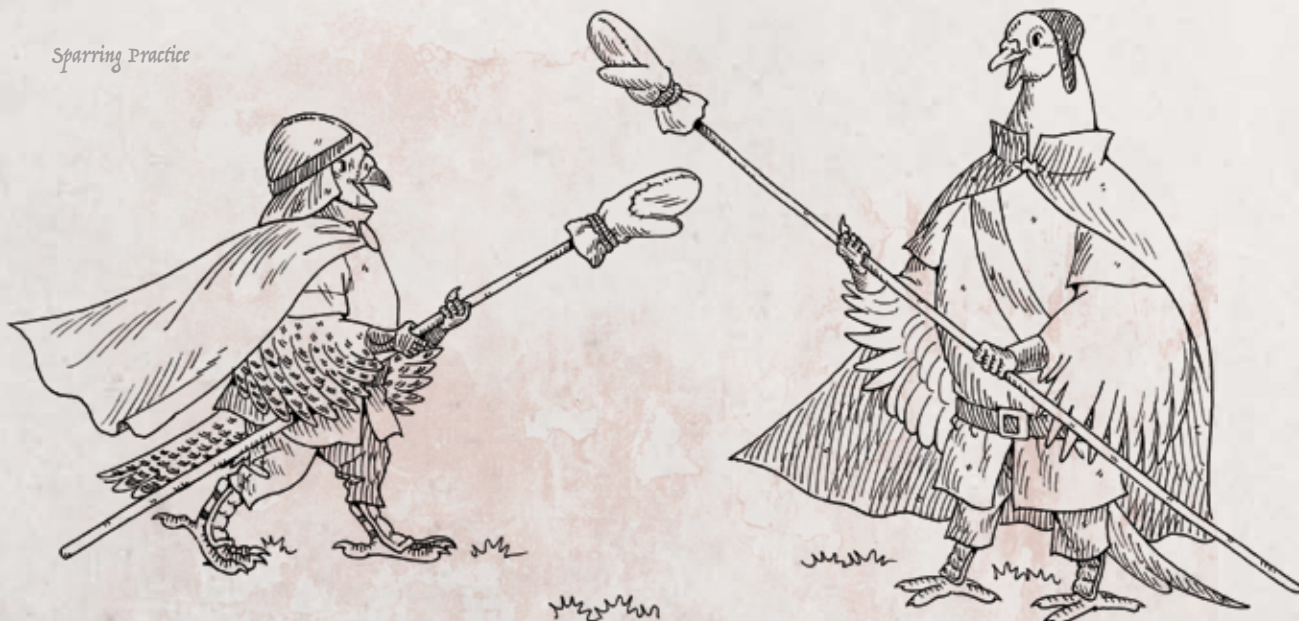
ACTIONS

Multiattack. The fanatic makes two melee attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Sparring Practice



VULPIN GLOOMWEAVER

MEDIUM HUMANOID (VULPIN), NEUTRAL EVIL

Armor Class 16 (shadowed leather armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Dex +6, Cha +5

Skills Deception +5, Stealth +5, Perception +2

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 12

Languages Birdfolk, Vulpin

Challenge 4 (1,100 XP)

Death in Shadow. When a vulpin gloomweaver dies, its body and its equipment dissolve into shadows and disappear, leaving behind a pile of fine silken clothing.

Evasive. The vulpin gloomweaver adds its Intelligence modifier as a bonus to its Dexterity saving throws (already included in the stat block).

Innate Spellcasting. The vulpin gloomweaver's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *minor illusion, illusory script, veil of dusk**

3/day each: *blur, charm person, hold person*

1/day each: *ambush prey*, fear*

* New spell described in Appendix D

Shadow Step. As a bonus action, the vulpin gloomweaver can teleport up to 60 feet as long as it begins and ends its teleportation in an area of shadow or darkness.

ACTIONS

Multiattack. The vulpin gloomweaver makes two shadow longbow attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shadow Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) necrotic damage.

Shadow Shot (3/Day). The vulpin gloomweaver chooses an unoccupied space it can see within 150 feet of it. It shoots an arrow from its longbow, and a **shadow** emerges from the point where the arrow lands. The shadow is under its control, and disappears after 1 minute.

Shadow Conjunction (1/Day). The vulpin gloomweaver creates a shadow conjunction within an unoccupied space within 5 feet of it. This conjunction uses the statistics of any beast with a challenge rating of 1 or lower, with the following changes:

- The conjunction is resistant to necrotic damage.
- The conjunction's attacks deal necrotic damage instead of their usual damage type.
- The conjunction acts at the end of the gloomweaver's turn and uses its action to attack any creatures that are hostile to the gloomweaver.

VULPIN SPY

MEDIUM HUMANOID (VULPIN), ANY ALIGNMENT

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Dex +4

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages Birdfolk, Jerbeen, Mapach, Vulpin

Challenge 1 (200 XP)

Cunning Action. On each of their turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Evasive. The spy adds their Intelligence modifier as a bonus to Dexterity saving throws (already included in the stat block).

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Christina Kraus

ZIFA FREEWIND

SMALL HUMANOID (LUMA), LAWFUL NEUTRAL

Armor Class 12
Hit Points 17 (5d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	15 (+2)

Skills Insight +5, Perception +3, Performance +4, Persuasion +6

Senses passive Perception 13

Languages Birdfolk, Hedge; understands Auran but can't speak it

Challenge 1/8 (25 XP)

Glide. When falling at least 10 feet, Zifa can spend a reaction to fly up to her speed in one direction as she descends. Zifa lands in an unoccupied space at the end of her movement and takes no falling damage. Zifa cannot glide while

carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Wing Flap. As a bonus action, Zifa can use her powerful feathered arms to propel herself upward up to half her movement speed. Zifa can use this in conjunction with a regular jump, but not while gliding.

Fated (Recharges after a Long Rest). Zifa can choose to reroll any attack roll, skill check, or saving throw.

Touched. Zifa knows the *fire bolt* cantrip. Charisma is her spellcasting ability for this cantrip. Treat her as a 1st-level spellcaster when calculating the damage this cantrip deals.

ACTIONS

Dagger. Melee or *Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Fire Bolt. *Ranged Spell Attack*: +4 to hit, range 120 ft., one target. *Hit*: 5 (1d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Songbird (Recharges after a Long Rest). Zifa casts the *charm person* spell at 1st level without using a spell slot or somatic components. Charisma is her spellcasting ability for this spell (save DC 12).



Final touches



$\Delta \nabla \zeta \sqsubset \top \complement A \angle \sqsupset \bowtie \ltimes \leq \lhd$

Potion, common

Alluring Dye

Wondrous item, uncommon

While holding the divining rod by the antlers, you can spend 10 minutes visualizing a person, place, or object you are familiar with. After this time, the rod will pull you towards your target for as long as you maintain concentration on the effect (as if concentrating on a spell). The rod will only pull you towards the person, place, or object if it is within 1,000 feet of you and on the same plane of existence.

Once you have used this item, it can't be used again until the next dawn.

Wondrous item, rare (requires attunement by a bard, cleric, or druid)

This gold bangle is etched with depictions of fruits, vegetables, and prepared foods. It has 6 charges. You can speak the command word and expend up to 6 charges to cause the bangle to fly from your wrist and transform into a gold table filled with fresh and lovingly made home-cooked dishes. This food never goes bad or spoils, nor does the table empty until the effect's duration expires. The feast created by the bangle takes 10 minutes to consume for each charge expended to activate it. Up to 5 creatures can sit at the table. If they spend the full duration feasting, they gain the following benefits based on how many charges were spent to activate the bangle:

1 charge: Each creature heals 5d8 hit points.

2 charges: The benefit listed above, and each creature has advantage on saving throws made to resist being poisoned or frightened for 1 hour.

3 charges: All benefits listed above, and each creature is cured of all diseases and poisons currently affecting them.

4 charges: All benefits listed above, and each creature has their exhaustion level reduced by one

5 charges: All benefits listed above, and each creature's hit point maximum increases by 2d10 for 1 hour. Each creature also gains this number of hit points.

6 charges: All benefits listed above, but exhaustion is reduced by an additional level, and all the benefits which last for 1 hour last for 24 hours instead.

Each time a charge is used, some of the etchings of food that decorate the band's surface fade away. When the band is out of charges, it resembles a plain gold bangle. The band regains 2 charges each day at dawn, up to a maximum of 6 charges.

This item is valued by followers of Hanera.



BASILISK CRYSTAL

Wondrous item, common

Such crystals are grown on the backs of basilisks before they are shed, and possess incredible hardness. A basilisk crystal cannot be effectively cut or damaged except by tools or weapons made of adamantite.

A basilisk crystal otherwise serves as an excellent arcane spell focus.

BELT OF THE WEALD

Wondrous item, uncommon (requires attunement)

This thin chain belt appears to be made of metal, yet closer inspection reveals it to be made up of links of highly polished wood.

While wearing this belt, you gain the following benefits:

- You have advantage on Survival skill checks while in a forest environment.
- You ignore difficult terrain while moving through forests.
- You can cast the *longstrider* spell once, targeting yourself. This property of the belt can't be used again until the next dawn.

CHRONICLE OF FOOLS

Wondrous item, rare (requires attunement)

A poorly bound leather journal, the chronicle of fools is filled with stories from countless adventurers and chroniclers, spanning centuries. The back of the book perpetually has blank pages that hunger for more stories. The cover is indestructible, and if the pages are damaged or removed, they will re-form a few minutes later. The writing on the pages can't be obscured, smudged, or altered in any way. Only those attuned to the book can write in it. As an action, you can consult the stories within to grant yourself or a creature who can hear you advantage on any ability check. The target also adds double their proficiency bonus to this check, unless they already have expertise in the skill.

Curse. Attuning to the book curses you. You are reluctant to part with the chronicle for as long as you remain attuned to it and are compelled to keep the journal on you at all times. Some force inside the book urges you to write detailed entries about anything that happens in your life, including intimate details about you, your friends, and anything of note you may have come across. The book compels you to write in total honesty and to divulge vulnerabilities, flaws, and even damaging secrets in your entries.

CLOAK OF SPINES

Wondrous item, uncommon (requires attunement)

This garment is made of large, soft quills that harden while worn. When wearing this cloak, your AC becomes 14 + your Dexterity modifier if you aren't wearing any armor.

If you are hit by a melee attack while wearing the cloak, you can use your reaction to cause the cloak to block the attack and retaliate against the attacker. Reduce the damage of an attack blocked in this way by 2d4, and you deal 2d4 points of magical piercing damage to the attacker. A hedge who uses the cloak to block a melee attack instead reduces the attack's damage by 4d4 and deals 4d4 points of magical piercing damage to the attacker. Once used, this property of the cloak can't be used again until the next dawn.

Basilisk Crystal

Belt of the Weald

Chronicles of Fools

Cloak of Spines

Olivia Rea

Veronika Fedorova

Ben Zweifel

Cory Trege

COGWORK WINGS

Wondrous item, rare

These wings are a strange device made by a mapach tinkerer. Two wings, made of brass and cloth, are attached to a box containing an intricate array of gears and cogs. Leather straps allow it to be worn on the back. It has two levers, one on either side of the central mechanism. Before donning the wings, you can pull the left lever to extend the wings and the right lever to set them into motion. Pushing the right lever causes the wings to stop flapping, and pushing the left lever causes them to retract, but you can't reach these levers while wearing the wings.

While wearing the contraption with the wings in motion, you have a fly speed as shown on the table below. You can use the device to fly for up to 1 hour, all at once, or in several shorter flights. The length of a flight is rounded up to the nearest minute. If you are flying when the hour expires, the wings stop moving and you drop to the ground, taking falling damage.

As a reaction while falling, you can press a button on the front of the center buckle of the straps to cause the wings to set into a fixed position, allowing you to glide. While gliding, you descend at a rate of feet per round determined by your combined weight until you land, moving forward and descending at the same speed.

If you press the gliding button, there is a 50 percent chance the device will fail and the wings will become stuck in a fixed gliding position. If this occurs, the device will become completely useless after you have landed, and nothing can cause the wings to retract or flap until they become unstuck after 2d12 hours.

The speed of your flight and glide is determined by your combined weight along with your gear (worn and carried). The cogwork wings themselves weigh 20 pounds and are included in the total weight.

Total weight	Fly speed	Glide descent speed
Under 150 pounds	60 ft.	30 ft.
150 pounds to 250 pounds	30 ft.	60 ft.
Over 250 pounds	0 ft.	--

The wings regain 10 minutes of flight for every 4 hours they aren't in use.



Cogwork Wings

Cream of Ooze
Moisturizinz Face Serum



Crown of
Daffodils



Draught of
Feather Shine



Draught of
Slime Curse Cure



CREAM OF OOZE MOISTURIZING FACE SERUM

Potion, common

When you apply this light pink cream, it causes a *prestidigitation*-like effect, cleaning any grime or dirt from your face or another equivalent-sized area of your body you apply it to.

CROWN OF DAFFODILS

Wondrous item, uncommon (requires attunement)

This enchanted flower crown is woven from leafy, flowering vines which sprout 1d4 blooming daffodils. As long as the crown has at least one daffodil in bloom while you wear it, you gain a +1 bonus to ability checks and saving throws.

You can remove a daffodil from the crown as an action and bestow it to another creature. The creature can choose to magically affix the given daffodil to themselves. The daffodil can become a boutonniere, a hair ornament, or corsage. The creature possessing a freshly plucked daffodil gains a +1 bonus to ability checks and saving throws. The flower withers away 1 hour after it was removed from the crown and no longer grants a bonus effect.

Each day at dawn, 1d4 daffodils bloom on the crown, up to a maximum of 4 daffodils. When the last daffodil is removed from the crown, roll a d20. On a 1, the crown withers away and is destroyed.

DRAUGHT OF FEATHER SHINE

Potion, very rare

When you consume this oily draught, you gain advantage on Charisma ability checks and saving throws for 24 hours. If you have feathers, they are noticeably more shiny than usual.

DRAUGHT OF SLIME CURSE CURE

Potion, rare

This slightly astringent green liquid is thick and viscous, and is filled with bubbles. Drinking this potion grants you the benefits of the *remove curse* spell as though it were cast on you, as well as advantage on saving throws made to resist being cursed for 1 hour after you drink it.

EGG OF REBIRTH

Wondrous item, legendary (requires attunement)

This smooth golden egg fits in your hand. It feels warm and is surprisingly strong despite its delicate appearance. It is blessed with the life-giving powers of Ardea. Attuning to the egg involves placing a portion of your life energy inside of it. You can feel your life force within it, and once you have attuned to it, you always know its direction and distance from you as long as you are on the same plane of existence as the egg. The egg is unbreakable and indestructible. Only a *power word kill* spell cast on the egg can destroy it, causing it to turn black and crumble to dust and killing any attuned character in the process, regardless of their hit point total.

While you carry this egg with you, you may spend your reaction to grant yourself advantage on a saving throw against one effect or condition currently affecting you. Once you use this property, you can't use it again until the next dawn.

When you die, as long as the egg is within 20 feet of you, it shatters, destroying it, and you are immediately restored to life in a blaze of brilliant light. You are revived with full hit points, and your hit point maximum is restored (if it had been reduced). When this happens, all hostile creatures within 60 feet of you must succeed on a DC 17 Constitution saving throw, taking 12d6 radiant damage on a failure, or half as much on a success. Any creature that fails the saving throw is blinded for 1 minute.

EYE OF STARSIGHT

Wondrous item, rare (requires attunement)

This black bronze amulet is made of intricate cogwork and has a single polished glass orb the size of an eye set tightly in its center. This item has 3 charges and regains 1d3 charges each night at dusk.

Cosmic Insight. When you wear this amulet, the orb inside grants you supernatural awareness of your surroundings. When you make a skill check, attack roll, or saving throw, you can spend your reaction and expend a charge to re-roll the result. You must do this after your first die has been rolled, but before the outcome has been determined. You must take the result of the new roll.

Stellar Eye. Speaking a command word causes the cogwork around the glass orb to open slightly, allowing the orb to be removed. Speaking the command word again closes it. While the amulet is open, you can use your bonus action to command the orb to float out of its setting, or return to a resting state. While the orb is floating, you can spend an action to move it up to 30 feet in any direction, and you can expend a single charge to mentally receive visual information from the orb for 10 minutes. The orb has truesight out to 30 feet and is blind beyond this radius. It can see in all directions at once. There is no limit to how far away from you the orb can move, but it can't enter a different plane of existence from you. The orb's movement can be blocked by a solid barrier, but it can pass through an opening as small as 1 inch in diameter. While the orb is outside of the amulet, you cannot benefit from its other property.

FANGS OF GUILF

Wondrous item, rare (requires attunement)

This rare necklace was created by supplicants of Kren, who obtained knowledge of their craft in a ritual exchange. The necklace imbues its wearer with equal parts guile and ferocity.

While you wear the necklace, you have advantage on Deception, Insight, and Persuasion skill checks.

The necklace has 3 charges. It regains 1d3 charges nightly, at dusk. You can spend an action to expend 1 to 3 charges and cause a large red spectral maw to bite a creature you can see within 5 feet of you. The spectral jaws make an attack roll with a +7 bonus. On a hit, the target takes 3d6 magical piercing damage for each charge spent. You gain an amount of temporary hit points equal to the damage dealt.

If the necklace has no charges at dusk, roll 1d6. On a 1 the fangs yellow and dull, and the necklace loses its magic forever.

Egg of Rebirth



Eye of Starsight



Fangs of Guile



FEATHER ROBE

Wondrous item, very rare (requires attunement by a sorcerer, warlock, or wizard)

This luxuriant robe is made from the feather of a birdfolk spellcaster. Though it appears to be made of many individual plumes, the robe is actually composed of only a single feather, flawlessly copied over and over again by the magic that created it.

You gain the following benefits from wearing the robe.

- Your Intelligence or Charisma score becomes 22 (your choice when you first attune to the robe).
- You have a +1 bonus to saving throws while you wear this robe.

Additionally, you gain different benefits from wearing the robe depending on the race of the birdfolk spellcaster that donated a feather to create it. The GM chooses the feather that was used to make the robe or rolls a d10 to determine it randomly.

d10	Birdfolk Feather	Benefit
1-2	Corvum	Your spell attacks have advantage against foes that have not yet acted in this combat. Treat any successful spell attack roll made against a surprised creature as though it were a critical hit.
3-4	Gallus	When you cast a spell that targets only one ally and doesn't have a range of self, you can target a second ally in range with the same spell. You can use this property up to three times each day.
5-6	Luma	When a target succeeds on a saving throw against one of your spells, you can use your reaction to force that target to repeat that saving throw. The target must use the new result. You can use this property up to three times each day.
7-8	Raptor	When casting a spell that deals damage to a single target, so long as you have already expended some of your movement during that turn, your spell deals additional damage equal to your character level.
9-10	Strig	Whenever you cast a spell using a spell slot, you gain temporary hit points equal to 2d10 + the level of the spell.

Feather Robe



Christina Kraus



Flame of Ingenuity

FLAME OF INGENUITY

Wondrous item, very rare (requires attunement by a bard, sorcerer, or wizard)

This wooden lantern contains a small flame within and represents the true power of fire's gift when properly harnessed. The creation of the first flame of ingenuity is said to have been divinely inspired by Gesme herself.

Light of Revelation. The mystical flame inside this wooden lantern never goes out and can only be quenched inside an antimagic field. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects become visible so long as they are in the lantern's bright light, and illusions in the bright light are immediately revealed, appearing as spectral forms rather than solid matter. You can use a bonus action to speak a command word to reduce the flame's light to dim light in a 5-foot radius.

Stroke of Ingenuity. When you roll a 1 or 2 on an Intelligence check while you are attuned to the lantern, you can reroll the die and must use the new result.

Arcane Rekindling. By spending 1 minute meditating on the flame within the lantern, you can regain up to 5 levels worth of spell slots, divided as you choose. For example, you could regain one 5th level spell slot, or one 3rd level and one 2nd level spell slot. This property can't be used again until the next dawn.

GLOWING EMBER

Wondrous item, uncommon

This clear crystal contains an ember suspended in its center. It weighs one pound and feels perpetually warm to the touch. When you speak the glowing ember's command word within 60 feet of it, the ember begins to glow, emitting bright light and heat in a 20-foot radius and dim light for an additional 20 feet. Additionally, any creatures within 20 feet of the illuminated crystal feel the ember's heat and gain resistance to cold damage for as long as the ember glows. Speaking the command word again extinguishes the ember's light and heat. A solid object placed over the illuminated crystal (such as a bucket or barrel) prevents the ember's light from emanating, but not its heat.

You can speak a different command word to cause the glowing ember to float up to 5 feet off the ground. Speaking this command word again causes the crystal to stop floating. If you move more than 20 feet from the hovering crystal, it follows until it is within 20 feet of you. It takes the shortest path to reach you, avoiding obstacles if possible. If prevented from moving towards you while it is illuminated, the crystal begins to emanate even more heat. If unable to reach the creature it is following within 3 rounds, it detonates, dealing 8d6 fire damage to each creature within 20 feet of it, and it is destroyed. Creatures caught in the blast can attempt a DC 13 Dexterity saving throw, taking half damage from the explosion on a success.

While it is illuminated, the crystal can be attacked. The crystal is a Tiny object with 30 hit points, AC 16, resistance to non-magical slashing and piercing damage, and immunity to fire damage. Once the crystal reaches 0 hit points, it detonates, as described above.

Glowing Ember



KWARK'S WONDROUS KERNELS

Wondrous item, uncommon

These 1-inch-diameter kernels, which come in various shapes and colors, are found in ordinary-looking velvet pouches containing 2d4 seeds. The kernels come in two varieties, planters and tossables. For each bag found, the GM rolls a d8 to determine what types of kernels the bag holds, or chooses kernels from one of the lists below. Bags either contain planters or tossables, but not both.

PLANTER KERNELS

Planter kernels must be planted for their magic to take effect. You can use an action to plant a seed in nearby soil. 1 minute after the planter kernel is planted, the associated effect occurs, depending on the type of kernel. All objects created by planter seeds wither into organic mush 1 hour after sprouting from the earth, as do any removable parts they create.

Planter Kernels



d8	Kernel Shape and Color	Effect
1	Round, Black	Grows a Large red flower. The flower closes around and swallows the first Large or smaller sized creature that comes within 5 feet of it for the first time on a turn. A creature swallowed by the flower is restrained, blinded, and has total cover against effects that originate from outside the flower. The flower can only swallow one creature at a time. A swallowed creature can cut its way out by attacking the flower from the inside with a weapon that deals slashing damage. The flower has AC 14 and 30 hit points. It disintegrates once it is reduced to 0 hit points. A swallowed creature is freed once the flower is destroyed.
2	Oval, Yellow	A strong root rises from the ground, topped with a removable wooden burl that resembles a bottle's stopper. While it exists, this root functions as an <i>eversmoking bottle</i> once the burl is removed as an action, except that the cloud of smoke it produces is yellow and smells strongly of mustard.
3	Teardrop, Brown	A small tree grows from the spot the seed was planted. It has 1d4+1 red fruits hanging from its branches. The fruit can be eaten as an action and provides the benefit of a <i>potion of healing</i> .
4	Teardrop, Orange	A sturdy sapling sprouts. One of its branches is longer than the others and can be easily removed. This branch can be commanded to glow or stop glowing by anyone holding it. It sheds bright orange light in a 60-foot radius and dim light in a 60-foot radius beyond this.
5	Round, Red	A single wooden shaft shoots up from the soil and then ignites. This magical torch can be removed and wielded. It sheds bright red light in a 30-foot radius and dim light in a 30-foot radius beyond this. You can make attacks with this torch as though it were a club. Any creature hit with the torch takes an additional 2d6 fire damage and must make a DC 13 Dexterity saving throw or catch fire. A creature that is on fire takes 1d6 fire damage at the start of its turn, and can repeat the saving throw using an action, ending the effect on a success. The torch cannot be extinguished except by magical means.
6	Oval, Russet	A hollow shell resembling a large oval-shaped seed sprouts from the earth. This shell splits down the middle into two halves. Each half can be taken and wielded as a standard shield. Anyone wielding one of these shields has resistance to fire damage.
7	Heart, Green	A gnarled staff covered in ivy and fruit-bearing grapevines grows in the spot where the seed was sown. The staff can be taken and wielded as a quarterstaff. Treat this weapon as though it were under the effect of a <i>shillelagh</i> spell for as long as the staff exists.
8	Teardrop, Purple	The seed grows into a Huge mushroom with a wooden door in its stalk and a small stone chimney rising from its cap. Inside, there is a stone hearth and five soft cushions. The person who planted the seed can issue a mental command at any time to lock or unlock the door.

TOSSABLE KERNELS

The magic of tossable kernels is activated by throwing them. You can use an action to throw a kernel up to a range of 20 feet. The associated effect is instantaneous and destroys the seed.

d8	Kernel Shape and Color	Effect
1	Round, Black	The seed explodes into a haze of blue pollen. Each creature within 10 feet of the explosion must make a DC 13 Constitution saving throw or fall asleep. A sleeping creature can be woken using an action, and wakes automatically if it takes any damage. Otherwise, they awaken in 1 minute.
2	Oval, Yellow	The seed bursts, unleashing a 10-foot radius cloud of pungent yellow gas that lasts for 1 minute. The effect is otherwise identical to a <i>stinking cloud</i> spell (save DC 14).
3	Teardrop, Brown	The seed unleashes a gentle, green radiance. Each creature within 10 feet gains 2d4 + 2 temporary hit points.
4	Teardrop, Orange	The seed erupts, releasing a cascade of orange acid. Each creature within 10 feet must succeed on a DC 14 Dexterity saving throw or take 2d8 acid damage.
5	Round, Red	The seed explodes in flames. Each creature within 10 feet must make a DC 14 Dexterity saving throw, taking 5d6 fire damage on a failure and half as much on a success.
6	Oval, Russet	The seed pops, releasing a cloud of small brown burrs. Each creature within 10 feet becomes coated by the burrs, and gains vulnerability to fire damage for 1 minute.
7	Heart, Green	The seed breaks, and a cloud of floral pink mist escapes. Each creature within 10 feet must make a DC 14 Wisdom saving throw or become incapable of attacking or taking hostile actions for 1 minute. A creature affected in this way can attempt the saving throw again on each of its turns, ending the effect on a success. The effect ends immediately if the creature is attacked.
8	Teardrop, Purple	The seed shatters into a haze of befuddling spores. Each creature within 5 feet must succeed on a DC 14 Constitution saving throw. On a failure, the creature behaves as if under the effect of the <i>confusion</i> spell. At the end of each of their turns, an affected creature can repeat the saving throw, ending the effect on a success.

Tossable Kernels



MAROTTE OF CHANCE

Rod, uncommon (requires attunement by a luma)

This flashy bird-shaped jester's baton has been imbued with the magic of the Amaranthine Clhuran: the magic of fate. Lumas can tap into this force to unleash all manner of magical effects.

The marotte of chance can be used as an arcane focus for your spells. Additionally, the marotte has an unusual heft to it, and it functions as a magical club with which you can use your Charisma modifier to make attack and damage rolls. Each time you hit with this weapon, roll a d100. On a result of 10 or less, something odd happens. When this occurs, roll a d10 and consult the Chance Table to determine any additional effects that occur. The attack deals damage as normal, unless otherwise specified.



CHANCE TABLE

d10	Effect
1	The attack deals no damage and emits a clear, resonant squeak, audible out to 100 feet.
2	A bouquet of sweet-smelling flowers springs from the head of the marotte. The attack deals no damage, and the target of your attack must succeed on a DC 13 Wisdom saving throw or become charmed by you for 1 minute. The charmed effect ends the moment you or one of your allies takes hostile actions against the target.
3	You and the target of your attack immediately switch places. This is a teleportation effect, which emits an audible pop.
4	Magical lightning arcs from the marotte toward the target of your attack. The target takes 2d6 points of lightning damage, and each creature within 10 feet of the target (including you) must succeed on a DC 13 Dexterity saving throw or take 1d6 points of lightning damage.
5	The target of your attack is affected by the effects of an <i>enlarge/reduce</i> spell. Roll a d10. On an even number, the target is enlarged, and on an odd number, the target is reduced. If the target is unwilling, it can make a DC 13 Constitution saving throw to avoid the effect.
6	The marotte transforms into an axe. Your attack deals 1d12 + your Charisma modifier slashing damage instead of what it would deal normally. The target of your attack must succeed on a DC 14 Wisdom saving throw or become frightened of you for 1 minute. A frightened creature can attempt a saving throw at the end of its turn, ending the effect on a success. The marotte transforms back into its normal form at the start of your next turn.
7	The target of your attack glows the color of your choice. Until the start of your next turn, the target sheds bright light in a 15-foot radius and dim light for an additional 15 feet and can't be invisible.
8	You turn invisible for 1 minute. Roll a d10. On an odd number, the target of your attack also becomes invisible for 1 minute.
9	Your attack deals no damage. The target of your attack must succeed on a DC 14 Wisdom saving throw or turn into a frog (as if under the effect of a <i>polymorph</i> spell) for 1 minute. Roll another d10. On a roll of 1, the effect happens again, targeting you.
10	Roll twice more on this table, re-rolling 10s. Your attack has both of the effects you rolled combined. If an effect states your attack would deal no damage, this applies only to the attack's original damage roll and not to damage caused by any additional effects.

PATHFINDER'S PEBBLE

Wondrous item, very rare (requires attunement by a cleric of the nature domain, druid, or ranger)

This polished pebble is inscribed with the holy symbol of Reya and carries a powerful blessing from the Amaranthine. So long as you carry the pebble and are outdoors, you always know which way is north.

When holding the stone, you can spend an action to focus your mind on your surroundings, allowing you to cast *commune with nature* once per day. You regain the ability to do so each dawn. Additionally, by grasping the pebble tightly and speaking out loud the name of a fixed location you are familiar with on the same plane of existence, the pebble will grant you knowledge of the shortest, most direct physical path toward it. As long as you are holding the pebble, you know how far the named location is from you and in what direction it lies. Furthermore, you can automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination. This lasts until you have either arrived at your destination, you select a new destination in the same manner described above, or you dismiss the effect at any time, costing no action.

POTION OF REST

Potion, rare

This pale blue elixir has a jasmine flower suspended within it. It is brewed using bluebee venom, which helps the imbiber sleep calmly and deeply.

Drinking this potion before taking a long or short rest causes the imbiber to wake with 1d10 + 5 temporary hit points. The imbiber also awakens healed of one level of exhaustion. This is in addition to what the rest would normally provide.

RECALL CRYSTAL

Wondrous item, very rare

As an action, you can smash this small clear crystal to teleport yourself and any equipment you are wearing or holding back to the Alderheart council chambers.

Once used, this item is destroyed.

RED-FEATHER BOW

Weapon (any bow), uncommon (requires attunement)

A prized hunting weapon among mistral raptors, this bow is imbued with magic to help the wielder see their prey from afar.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The bow has 3 charges. When you fire an arrow from this bow, you can speak the command word and use a charge to see through the arrow as a bonus action. You can see from the point your arrow lands as if you were there for 1 minute. If the arrow strikes a creature, you see what they see for the same duration.

The bow regains 1d3 charges each day at dawn.

Recall Crystal



Potion of Rest



Pathfinder's Pebble





Ring of Plant Speech



Ring of the Sky Hunter



Saber of Unity

RING OF PLANT SPEECH

Ring, uncommon

While wearing this ring, you can speak with plants and plant creatures within 30 feet of you as though you share a common language. Non-sentient plants within 30 feet of you gain sentience and can communicate with you telepathically, and you can question them about events they have witnessed within the last day, gaining information about creatures that have passed, weather, and other things that have occurred nearby from the plant's limited perspective.

This ring is prized by followers of Henwin.

RING OF THE SKY HUNTER

Ring, rare (requires attunement)

The dark metal talons of this ring's setting grasp a blue gem that seems to swirl with patterns of windswept clouds. This ring has 3 charges, and it regains 1d3 spent charges each day at dawn.

Stooping Talons. While wearing this ring, you can use an action and expend any number of its charges to attack one creature you can see within 60 feet of you. The ring produces a pair of spectral talons which dive from the sky and make an attack roll with a +7 bonus. On a hit, the target takes 2d8 magical piercing damage for each charge you spent.

Raising Talons. Alternatively, you can expend 1 to 3 of the ring's charges as an action to cause the same spectral talons to appear and lift a Large or smaller creature you can see within 60 feet of you. The target is grappled by the claws and lifted 20 feet into the air for each charge spent. An unwilling target must succeed on a DC 15 Strength saving throw to avoid being grappled. The grapple lasts for a number of rounds equal to the number of charges spent. The target can repeat the saving throw at the end of each of its turns to break free of the grapple and takes damage as normal if this causes it to fall.

SABER OF UNITY

Weapon (rapier or scimitar), very rare (requires attunement)

This sword has been imbued with the spirit of Gaspard's leadership and grants whoever wields it a portion of his courage. You gain a +2 bonus to attack and damage rolls made with this magic sword. In addition, you and any allies within 10 feet of you are immune to being frightened while you wield it. Whenever you score a critical hit with this sword against a foe that is a size larger than you, you and all allies within 10 feet of you gain 2d10 temporary hit points.

SHROUD OF ENDING

Wondrous item, artifact (requires attunement)

There is an old tale about a foolish birdfolk sage who believed themselves to be even wiser than the Amaranthine. One day, while wandering alone in the Wood at night, they met Tyton, who had come to collect their soul. Rather than accept their death with dignity, the sage instead debated with Tyton about the unfairness of mortality. Tyton could not deny their logic, but warned the heedless sage about disrupting the cycle of life

and death. He wove a cloak from the fabric of the night sky itself, infused it with a small fraction of his power, and gifted it to the sage. With this, the sage could live forever. Tyton declared that he would return in a century, and if the sage still felt the same, the Amaranthine of death would never again visit them. For a hundred years, the sage watched everyone around them gradually age, succumbing to illness and death as they lived on. In the end, the sage understood their folly and asked for Tyton to guide them peacefully into the hereafter. It is said that Tyton left the Shroud of Ending in the world as a reminder of the sage's foolishness.

You must make a DC 12 Constitution saving throw when you attune to this artifact. On a failure, the Shroud of Ending causes you to magically age 5d10 years. For the next hour, you have disadvantage on all attack rolls, ability checks, and saving throws as your body is temporarily weakened by your sudden advance in age. If this causes you to age beyond the average natural lifespan for your race, you instantly die, and your soul rises immediately as a **ghost** sworn to protect the artifact.

As long as you are attuned to this artifact, you deal 1d6 necrotic damage to any plant you touch that isn't also a creature. Creatures with the plant or beast type within 30 feet of you become hostile toward you. Additionally, you stop aging and no longer require food or sleep to live. Whenever you are no longer attuned to this item, you immediately age a number of years equal to the amount of time you would have aged naturally while attuned to the artifact. If this causes you to age beyond the average natural lifespan for your race, you instantly die.

Blessings of Tyton. While wearing the cloak, you gain the following benefits:

- You gain a +2 bonus to your AC and saving throws.
- You can see in darkness as if it were bright light.
- You are immune to poison damage, the poisoned condition, and all diseases.
- You have advantage on death saving throws, and on saving throws against effects that would kill you instantaneously.

Hasten the Sunset. While wearing the cloak, you can spend an action to cause a living creature you can see within 120 feet of you to age rapidly. The creature must make a DC 17 Constitution saving throw, instantly aging 6d10 years on a failure and aging by one year on a success. On a failed saving throw, the target becomes cursed, automatically failing any Strength or Dexterity checks and making all other attack rolls, ability checks, and saving throws at disadvantage. This effect lasts until a *remove curse* spell is cast on the target. If the target ages over the average natural lifespan for their race, they die. Once this property has been used, it can't be used again until a week has passed.

Shade's Form. While wearing the cloak, you can cast *etherealness*. Once this property has been used, it can't be used again until the next dusk.

Step of the Night's Shadow. While wearing the cloak, you gain the ability to teleport to a location within an area of dim light or darkness within 500 feet of you as an action. You arrive at exactly the spot desired, so long as it is an area of dim light or darkness. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet." For the teleportation to succeed, you must arrive in an area of dim light or darkness; otherwise, you are teleported to the nearest such area within range. If no such area of dim light or darkness exists, the teleportation fails. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use this property. If you would arrive in a place already occupied by an object or a creature, the teleportation fails. After you use this property, roll 1d6. On a roll of 1, you can't use it again until the next dusk.

Destroying the Cloak. The only way to destroy the Shroud of Ending is for a Cleric of Ardea of at least 17th level to present it to the rising sun. The cleric must say a prayer, returning the power of night and death to Tyton, and cast the *daylight* spell on the cloak. The power within the Shroud of Ending will recognize the coming of Ardea's dawn and return to Tyton's realm. A faintly magical but powerless cloak will be left behind, which resembles the sky at dusk.

Shroud of Ending

Stephanie Cost

SLIMEFORGED BLADE

Weapon (greatsword), very rare

You have a +2 bonus to attack and damage rolls made with this magic weapon.

Proficiency with a greatsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

When you attack a creature with this weapon and roll a 20 on the attack roll, the target is paralyzed until the end of their next turn.

STAFF OF CLIMBING IVY

Staff, uncommon (requires attunement by a bard, druid, sorcerer, or warlock)

This staff is formed from several strands of leafy vines that have grown together into the shape of a twisted walking stick. It is rigid and sturdy.

The staff has three command words. While holding the staff, you can speak one of its command words to cause an effect.

Growth. Speaking the first command word as a bonus action causes up to 120 feet of creeping vines to grow from the staff towards a solid surface or unattended object you can see. The vines grow at a speed of 30 feet per round.

Grasp. Speaking the second command word, costing no action causes the vines to firmly affix themselves to a surface or unattended object within their reach. The vines can only be anchored to one object or surface at a time.

Grapple. Speaking the third command word as an action causes the vines to retract into the staff at a speed of 30 feet per round. If anchored to a solid surface, the vines will pull the staff's wielder towards the surface at the same speed. If anchored to an object, the vines will pull the object towards the wielder of the staff.

When the vines are extended, they can be attacked. The extended vines have an Armor Class of 14, 45 hit points, and vulnerability to fire and slashing damage. The vines have a Strength score of 16 and can bear up to 240 pounds of weight at once. Weight in excess of this will cause the vines to begin to tear, dealing 10 points of damage to them each round. If the vines drop to 0 hit points, the staff is destroyed. The vines regain all lost hit points when they retract into the staff.

TALONS OF THE SQUALL

Wondrous item, uncommon (requires attunement)

Awarded to those who pass the test of endurance administered by priests of Altus, these leg-bracers seem to crackle with faint energy. While you wear them, you gain the following benefits:

- You have resistance to lightning damage.
- You have advantage on saving throws and ability checks made to resist being moved by strong winds.
- You do not suffer disadvantage on ranged attack rolls or Perception checks while in strong winds or under conditions of heavy rain or snowfall. If you can fly, you can fly at a normal speed under such conditions.



Talons of the Squall



Staff of Climbing Ivy

TALON TINCTURE

Potion, very rare

When you apply this light tincture to your talons, claws, or other appendages, you gain advantage on Dexterity ability checks and saving throws for 24 hours.

THE THORN OF KREN

Wondrous item, artifact (requires attunement)

A pitch black thorn that thrums with eldritch power. When you touch the thorn, you must succeed on a DC 18 Wisdom saving throw or become automatically attuned to the thorn. If becoming attuned to this item causes you to go over your maximum number of attuned items, the GM chooses one of your currently attuned items to instantly unattune in order to make room for the thorn. Handling the thorn with gloves or wrapping it up in a blanket or cloth protects against this effect.

Hunter Senses. While attuned to this item, your senses become heightened and your body becomes more suited for hunting and killing. You have advantage on all Wisdom (Perception) and Wisdom (Survival) checks.

Bite. Your teeth sharpen and become vicious, granting you a bite attack. Your bite is a natural weapon you can use to make unarmed strikes against creatures within 5 feet of you. On a hit, your bite deals 1d8 piercing damage, and you can use your Strength or Dexterity modifier for its attack and damage rolls. You can use your bonus action on each of your turns to make a bite attack.

Vicious Nature. You gain a +2 bonus to attack and damage rolls you make with unarmed strikes and natural melee weapons while attuned to the thorn. This bonus does not stack with bonuses provided by other magic items.

Curse. This item has been cursed by the Amaranthine Kren and turns otherwise docile creatures into violent predators. Attuning to this item extends this curse to you. As long as you are cursed, you are driven by an insatiable hunger. You gain the following flaw: “My hunger is never satiated. I must feast on the flesh of beasts at every opportunity.”

For each hour you go without eating fresh meat from a beast, you must succeed on a DC 13 Wisdom saving throw or fall into an overpowering bloodlust. While in this frenzy, you have disadvantage on all ability checks that don't relate to the hunt for fresh meat. In combat with a beast, you have advantage on all attacks, but all attacks made against you also have advantage. Every hour that you stave off the frenzy adds +1 to the save DC to resist it. After you give in to the frenzy and feed, the DC resets back down to 13.

Destroying the Thorn. The destruction of the thorn requires a complex ritual to which only ancient orders like the Tenders have access. This strenuous ritual involves placing the thorn at the heart of an Evertree and allowing the tree's natural magics to purify the artifact. Beyond the ritual, only the magic of a *wish* spell can destroy the *thorn of Kren*.

WHISTLE OF FREEDOM

Wondrous item, uncommon

This captain's whistle has magical properties that, when blown, grants all creatures that can hear the whistle and are within 100 feet advantage on their next saving throw against a spell or effect currently affecting them. Any creature who can hear the whistle and is under a mind-controlling effect (such as *dominate person*) is immediately freed from that effect.

A creature that has benefitted from hearing the whistle cannot benefit from its magical properties again for the next 24 hours.



Appendix D: Spells



This list includes all the spells unique to the Humblewood Campaign Setting that are referenced in this book.

BARD SPELLS

CANTRIPS (0 LEVEL)

Gust Barrier

4TH LEVEL

Shape Plants

CLERIC SPELLS

1ST LEVEL

Elevated Sight

4TH LEVEL

Shape Plants

DRUID SPELLS

CANTRIPS (0 LEVEL)

Gust Barrier

Mend Plants

1ST LEVEL

Elevated Sight

Spiny Shield

Veil of Dusk

4TH LEVEL

Shape Plants

RANGER SPELLS

1ST LEVEL

Elevated Sight

Spiny Shield

2ND LEVEL

Ambush Prey

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Gust Barrier

Mend Plants

1ST LEVEL

Elevated Sight

Spiny Shield

WARLOCK SPELLS

1ST LEVEL

Elevated Sight

Veil of Dusk

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Gust Barrier

Mend Plants

1ST LEVEL

Elevated Sight

Spiny Shield

Spell Descriptions



The spells are presented in alphabetical order.

AMBUSH PREY

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a broken twig)

Duration: 1 hour

You channel primal predatory energies to perfectly conceal your presence in order to surprise your target. You become invisible for the spell's duration, granting advantage on all Dexterity (Stealth) checks to remain hidden. The invisibility will last for the duration of the spell, however, moving 5 feet or more from your position when you cast the spell will end the effect. As long as you remain invisible, the first attack you make against any target who is unaware of your presence deals an additional 1d6 points of damage. This attack ends the spell.

At Higher Levels. When you cast this spell using a spell slot above 2nd level, the damage of your first attack increases by 1d6 for every slot level above 2nd.

ELEVATED SIGHT

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You cast your eyes skyward, granting you sight from a higher vantage point. You project your vision to see through an invisible sensor which appears in a spot up to 120 feet above you. You can see through the sensor as if you were flying, granting a full 360 degree view from its location.

The sensor moves with you, retaining its height in relation to you. You can use a bonus action to adjust the sensor's height, but only to a maximum of 120 feet above you.

While looking through this sensor you are blind, though you can switch between seeing through the sensor or through your own eyes at any time during your turn.

GUST BARRIER

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

You spread your arms wide, allowing yourself to become enveloped by a protective barrier of air. Until the end of your next turn, any ranged attack made against you is done with disadvantage.

Melee attackers who successfully hit you must make a Constitution saving throw against your spell save DC. On a failure, the attacker is flung away from you up to 10 feet and is knocked prone.

MEND PLANTS

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small twig and a loop of twine)

Duration: Instantaneous

Drawing on primordial magic, you instill vitality in nearby plants to create one of the following effects within range:

- ♣ You instantly repair a single break or tear in a living plant you touch, such as torn foliage, a scorched branch, a scar cut into bark, or two pieces of a plant that have been broken apart. As long as the damage is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former destruction.
- ♣ You instantly cause a defoliated plant to grow foliage, cause a planted seed to sprout, or restore the ability to sprout to a dead seed pod.
- ♣ You can cause a 5-foot cube of living plants to flourish with foliage such as leaves and grass. This area can become thick enough to conceal a Medium or smaller creature, or become overgrown enough to become difficult terrain (your choice when you cast the spell).
- ♣ You can touch a living plant or plant creature to grant it 1d4 temporary hit points.

SHAPE PLANTS

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous; Special, see text

You call upon gentle natural magics to alter the growth of plants. Any plant life you can see within range that fits within a 5-foot cube can take on whatever shape you desire. Additionally, if the plant is a bramble, or capable of growing thorns, you may turn the affected area into difficult terrain, causing 2d4 points of piercing damage for every 5 feet moved through the area you shaped. You may also increase or decrease the number of flowers, vines, leaves, thorns, branches, or fruits produced by any plant you shape.

After one hour, the magic of your spell fades, and the plant resumes its normal shape. If you can use speak with plants (or a similar ability) to communicate with the plant, you may persuade it to retain its new form. Different plants have different feelings and attitudes, and if the form is too different from its natural shape it is likely to decline. If the plant accepts, at the GM's discretion, it will retain the form you have sculpted it into, in which case the effect becomes permanent.

At Higher Levels. When you cast this spell using a spell slot above 4th level, the size of the cube of plant life you can affect with the spell increases by an additional 5 feet for every slot level above 4th.

SPINY SHIELD

1st-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S, M (a small quill)

Duration: 1 round

An ethereal barrier of spikes, made of magical force, interposes itself between you and an attacker. Until your next turn, when you are hit by a melee attack, including the triggering attack, the barrier reduces the damage you are dealt by 2d4, and deals the same amount of piercing damage to the attacker. The shield is ineffective against ranged attackers, but still provides a +2 bonus to AC (treat as half cover) against them for the duration.

At Higher Levels. When you cast this spell using a spell slot above 1st level, increase the spell's effect by an additional 1d4 for every slot level above 1st.

VEIL OF DUSK

1st-level abjuration

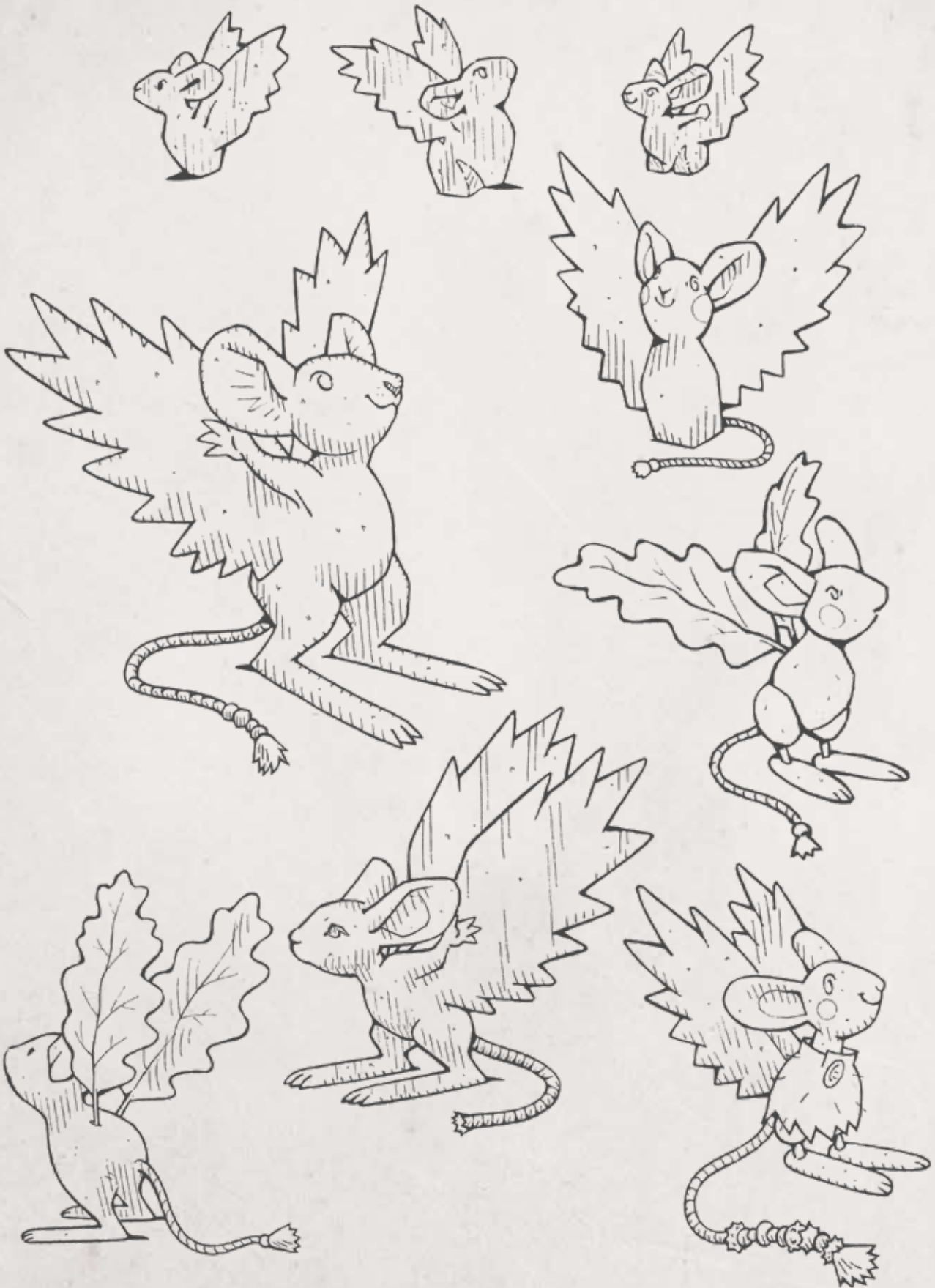
Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a pinch of soot)

Duration: Concentration, up to 10 minutes

You incant towards a creature, cloaking them in a shadowy veil of darkness and silence. The target gains a +1 bonus to their Armor Class and has advantage on Stealth checks for the duration of the spell.



Appendix E:

Ready-To-Play Characters



This appendix details four level 5 player characters:

- ♣ Fen Freefield is a Scofflaw Fighter, perfect for players who like to jump into the fray.
- ♣ Ewan Kreer is a Circle of the Warden Druid, ideal for players who like to provide healing and support.
- ♣ Shay Ambrell is a Leyline Magic Wizard. They have a lot of flexibility and suit players looking to wield the right spell at the right time.
- ♣ Kalina Quill is a College of the Road Bard. Players who like a balance of social and combat skills will enjoy playing her.

The Circle of the Warden and Leyline Magic subclasses can be found in **Chapter 4** of this book. You can find the full details on the races of Humblewood and the Scofflaw fighter and College of the Road subclasses in the Humblewood Campaign Setting book.

These ready-to-play characters were originally released with the *Wakewyrm's Fury* adventure, but they can be adapted for any of the Humblewood Tales by adjusting their character level.

Printable versions of these character sheets can be downloaded from [Humblewood.com/resources](https://humblewood.com/resources). There you can also find blank Humblewood-themed character sheets.





Fen Freefield

16 (+3)

STRENGTH

14 (+2)

DEXTERITY

16 (+3)

CONSTITUTION

11 (+0)

INTELLIGENCE

10 (+0)

WISDOM

9 (-1)

CHARISMA

CLASS/LEVEL

Scofflaw Fighter 5

BACKGROUND

Bandit Defector

RACE

Jerbeen

ALIGNMENT

Chaotic Good

SIZE

Small

SAVING THROWS

Strength +6

Dexterity +2

Constitution +6

Intelligence +0

Wisdom +0

Charisma -1

18 (Breastplate, Shield)

ARMOR CLASS

+2

INITIATIVE

47

HIT POINTS

30 ft.

SPEED

10

PASSIVE PERCEPTION

+3

PROFICIENCY BONUS

SKILLS

Acrobatics (Dex)	+2
Animal Handling (Wis)	+0
Arcana (Int)	+0
Athletics (Str)	+6
Deception (Cha)	+2/+6 in combat
History (Int)	+0
Insight (Wis)	+0
Intimidation (Cha)	+2/+6 in combat
Investigation (Int)	+0
Medicine (Wis)	+0
Nature (Int)	+0
Perception (Wis)	+0
Performance (Cha)	-1/+3 in combat
Persuasion (Cha)	-1/+3 in combat
Religion (Int)	+0
Sleight of Hand (Dex)	+2
Stealth (Dex)	+5
Survival (Wis)	+3

OTHER PROFICIENCIES & LANGUAGES

- ☛ Dice Set
- ☛ Disguise Kit
- ☛ Birdfolk, Jerbeen

ATTACKS & SPELLCASTING

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Wine Bottle. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

FEATURES AND TRAITS

Standing Leap. Your base long jump is 30 feet and your base high jump is 15 feet, with or without a running start.

Nimbleness. You can move through the space of any creature that is of a size larger than you.

Take Heart. You have advantage on Strength saving throws and saving throws against being frightened as long as you are within 5 feet of an ally you can both see and hear, and who isn't frightened or incapacitated.

Team Tactics. You can use the Help action as a bonus action.

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attacker's attack roll. You must be wielding a shield to use this Fighting Style.

Second Wind (1/Short or Long Rest). On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Action Surge (1/Short or Long Rest). On your turn, you can take one additional action.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Intimidating Banter. So long as you are in combat, you may choose to use Strength or Dexterity to make Charisma ability checks.

Brutal Brawler. You have proficiency in improvised weapons, and treat all improvised weapons as if they had the Finesse quality. When you hit with an improvised weapon, you may spend a bonus action to destroy the weapon, dealing the maximum damage that weapon could deal.

EQUIPMENT

10 GP, Shield, Breastplate, Longsword, Commoner's Clothes, Disguise Kit, Dice Set, Bottle of Elderberry Wine, Dagger, Mess Kit, Cooking Pot, Winter Blanket, Whetstone, Waterskin, 2 days Trail Rations, Bullseye Lantern, and 3 Pints of Oil

CHARACTER ROLE

Fen Freefield [she/her] is a heavily armored scofflaw fighter who can deal consistent damage as she protects herself and her allies. In a pinch, she can turn her equipment or objects from her surroundings into deadly improvised weapons.

CHARACTER BACKSTORY

Fen was once a member of the Bandit Coalition, a criminal organization seen as freedom fighters by the poor folk of the Wood. Born into poverty in the Roots of the Great Tree City of Alderheart, Fen was an idealist who joined to fight against the oppressive Perch Guard. Though, as she gained rank, Fen

came to see the Coalition's darker side. After refusing an order to rob a family of impoverished farmers, Fen cut ties with the organization and fled. Now she lives by a simple moral code to do what she believes is right, defying both Alderheart and the Coalition to forge her own path.

FEATURE: BANDIT ROUTES

As someone who once assisted in countless highway robberies, you are familiar with the roads of the Wood and escape paths used by bandits. When you are not in combat, you and any companions you guide can travel between locations by cutting through forested areas twice as fast as your speed would normally allow.

Personality Traits: I'm plucky and confident in my abilities, at least that's what I want others to think. You mess with my friends, you mess with me.

Ideals: *Repentance.* I've done terrible things in the past and I want to try and make up for them.

Bonds: I want to be a hero that others can look up to.

Flaws: It's hard for me to trust people, I've been burned before.





Ewan Kreer

9 (-1)
STRENGTH

14 (+2)
DEXTERITY

14 (+2)
CONSTITUTION

12 (+1)
INTELLIGENCE

18 (+4)
WISDOM

10 (+0)
CHARISMA

CLASS/LEVEL
Circle of the Warden Druid 5

BACKGROUND
Grounded

RACE
Mistral Raptor

ALIGNMENT
Neutral Good

SIZE
Small

SAVING THROWS

Strength	-1
Dexterity	+2
Constitution	+2
Intelligence	+4
Wisdom	+7
Charisma	+0

14 (hide armor) 16 with Barkskin
ARMOR CLASS

+2
INITIATIVE

36
HIT POINTS

25 ft.
SPEED

17
PASSIVE PERCEPTION

+3
PROFICIENCY BONUS

SKILLS

Acrobatics (Dex)	+5
Animal Handling (Wis)	+7
Arcana (Int)	+1
Athletics (Str)	+2
Deception (Cha)	+0
History (Int)	+1
Insight (Wis)	+7
Intimidation (Cha)	+0
Investigation (Int)	+1
Medicine (Wis)	+7
Nature (Int)	+4
Perception (Wis)	+7
Performance (Cha)	+0
Persuasion (Cha)	+0
Religion (Int)	+1
Sleight of Hand (Dex)	+2
Stealth (Dex)	+2
Survival (Wis)	+7

OTHER PROFICIENCIES AND LANGUAGES

- ☛ Cook's Utensils
- ☛ Herbalism Kit
- ☛ Birdfolk, Druidic, Jerbeen, can understand Auran but can't speak it

ATTACKS & SPELLCASTING

Spell Attack Modifier +7

Spell Save DC 15

Talons. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 -1) piercing damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 -1) bludgeoning damage or 3

(1d8 - 1) bludgeoning damage if used with two hands.

Produce Flame. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 9 (2d8) fire damage.

FEATURES AND TRAITS

Glide. When falling, you can spend your reaction to spread your feathered arms and slow your descent. When you do so, you descend gently at a speed of 60 feet per round, taking no fall damage when you land. If you fall at least 10 feet in this way, you may fly up to your speed in one direction, landing where you end your movement. You can't glide while carrying heavy weapons or shields, though you can drop any held items as part of your reaction to glide. You cannot glide while wearing heavy armor or while encumbered.

Talons. You have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Woodland Hunter. You treat three-quarters cover as half cover, and half cover as no cover.

Aerial Defense. Creatures attack you with disadvantage while you are falling, jumping, or gliding.

Wild Shape (2/Short or Long Rest). You can use Wild Shape to assume one of the following forms for up to 2 hours. These stat blocks can be found in the 5th Edition Core rules.

- ☛ **Boar**
- ☛ **Weasel**

Heartbeat of the Land. By spending 10 minutes communing with nature, you can glean the following information about the area within 3 miles of you:

- ☛ You learn the general location and severity of any immediate threats to the environment in the region (forest fires, flooding, blights, etc.).
- ☛ You learn if any aberrations, beasts, elementals, fey, or undead are present within range, but not their specific locations.

- ♣ You learn the general direction of the nearest portal to an elemental plane.

Reclamation. When a creature within 30 feet of you takes cold, fire, lightning, or thunder damage, you can use your reaction to grant that creature resistance against the damage dealt. You take damage equal to the amount taken by the target creature.

Additionally, you may spend an action to reduce the area of natural or magical effects which deal persistent cold, fire, or lightning damage within 30 feet of you. You may remove up to a 20-foot cube from the area of such effects per use of this feature. However, for each 5-foot space of energy damage removed in this way, you take 1d4 points of damage of the same type the effect would deal. If the effect is caused by a spell, you instead take 1d4 points of damage per the spell's level for each 5-foot space removed and, if there are no damage-dealing spaces remaining, the spell is dispelled.

EQUIPMENT

5 gp, Quarterstaff, Cook's Utensils, Herbalism Kit, Tender's Vestments, A Sprig of Mistletoe (Druidic Focus), A Small Wooden Figurine of a Jerbeen Wearing Wings Made out of Leaves, A Healer's Kit, Bedroll, Mess Kit, A Warm Blanket, 5 days Trail Rations, 2 *potions of healing*, A Well-Worn Journal and Inkpen, Waterskin

CHARACTER ROLE

Ewan Kreer [he/him] is a circle of the warden druid who serves as a capable healer with an array of support spells and the ability to shield his friends from elemental damage. He can also transform into a ferocious boar or a stealthy weasel.

CHARACTER BACKSTORY

Ewan's parents are wealthy aristocrats from the perch of Winnowing Reach. Unlike his parents, who preferred their high society life, Ewan often ventured into the nearby marshes and caves, where he befriended the native slimes. He baffled his parents by hiding and protecting his slime friends from hunters. For most of his formative years, Ewan felt lost. This all changed when his perch was visited by an elder member of the Tenders. The Tenders, a druidic order sworn to protect nature's balance, were founded on principles that spoke to Ewan. His parents, frustrated with their son, called him a fool for trusting birdfolk with their feet planted too firmly in the soil, and forbade him to go. But Ewan left all the same, vowing to himself that he would one day return when he found the courage to face the family he left behind.

FEATURE: FIND ANOTHER PATH

Since you have lived your life close to the ground, you are as familiar with Humblewood's undergrowth in the same way other birdfolk are familiar with its canopy. You can always recall the general layout of the forest floor around you. If your path is ever blocked by an obstacle that requires you to climb or otherwise gain height to circumvent it, you can find another way around, so long as such a path exists. Additionally, you are adept at finding shelter while traveling and can usually locate a suitable safe shelter (a cave, a tree hollow, or bramble thicket) for you and up to five other creatures.

Odd Bird: I am considered weak and unskilled, and many treat me like a fledgling.

Personality Traits: I get embarrassed easily, even when someone tries to compliment me. If I see someone in trouble, it's my duty to help.

Ideals: *Compromise.* The best way to respect each other's differences is to find a solution that doesn't exclude anyone.

Bonds: I can't return to my parent's perch until I have proven myself.

Flaws: I'm easily frightened, and often hesitate under pressure.

PREPARED SPELLS

Cantrips: *druidcraft*, *mend plants**, *produce flame*

1st level (4 slots): *animal friendship*, *cure wounds*, *healing word*, *veil of dusk**

2nd level (3 slots): *barkskin* (c), *lesser restoration*, *spike growth* (c)

3rd level (2 slots): *dispel magic*, *wind wall* (c)

* - New spell described in Appendix D

c - This spell requires concentration





Shay Ambrell

8 (-1)
STRENGTH

12 (+1)
DEXTERITY

14 (+2)
CONSTITUTION

18 (+4)
INTELLIGENCE

14 (+2)
WISDOM

11 (+0)
CHARISMA

CLASS/LEVEL
Leyline Magic Wizard 5

BACKGROUND

Acolyte

RACE

Vulpin

ALIGNMENT

Neutral

SIZE

Medium

SAVING THROWS

Strength	-1
Dexterity	+5 (Evasive)
Constitution	+2
Intelligence	+7
Wisdom	+5
Charisma	+0

11 (14 with mage armor)
ARMOR CLASS

+1
INITIATIVE

30
HIT POINTS

30 ft.
SPEED

12
PASSIVE PERCEPTION

+3
PROFICIENCY BONUS

SKILLS

Acrobatics (Dex)	+1
Animal Handling (Wis)	+2
Arcana (Int)	+7
Athletics (Str)	-1
Deception (Cha)	+0
History (Int)	+7
Insight (Wis)	+5
Intimidation (Cha)	+0
Investigation (Int)	+4
Medicine (Wis)	+2
Nature (Int)	+4
Perception (Wis)	+2
Performance (Cha)	+0
Persuasion (Cha)	+0
Religion (Int)	+7
Sleight of Hand (Dex)	+1
Stealth (Dex)	+1
Survival (Wis)	+2

LANGUAGES

• Birdfolk, Jerbeen, Mapach, Vulpin

ATTACKS & SPELLCASTING

Spell Attack Modifier +7

Spell Save DC 15

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

Chill Touch. +7 to hit, range 120 ft., one target. *Hit:* 9 (2d8) necrotic damage, and the target can't regain hit points until the start of your next turn.

Shocking Grasp. +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of your next turn.

FEATURES AND TRAITS

Darkvision. You have darkvision out to 60 feet.

Evasive. You add your Intelligence modifier as a bonus on all Dexterity saving throws.

Bewitching Guile. You can cast *charm person* (save DC 15) as a 1st-level spell once per long rest. You can cast *ambush prey** as a 2nd-level spell once per long rest. You can cast *fear* (save DC 15) once per long rest. Intelligence is your spellcasting ability for these spells.

Natural Attunement. Each day when you prepare your spells in a natural setting, you may also attune yourself to the energy of a nearby leyline to gain additional spells. When you do, consult the list of spells from the **Leyline Spells table** in **Chapter 4: The Tenders** that match the environment in which you prepared your spells. You can only be attuned to one leyline at a time.

While attuned to a leyline, you gain access to any spells on your current list of leyline spells for which you meet the level requirement. For as long as you are attuned to a leyline, you always have these spells prepared, and they don't count against the number of spells you can prepare each day. Leyline spells are not copied into your spellbook. If you gain access to a spell that doesn't appear on the wizard spell list, the spell is nonetheless a wizard spell for you.

You are currently attuned to a coast leyline.

Thrum of the Land. Whenever you are in an environment that matches a leyline to which you are attuned, you can apply one of the following benefits to any leyline spell you cast (chosen when you cast the spell):

- You gain a +2 bonus to attack rolls made with this spell,
- You gain a +1 bonus to your spell save DC for this spell, or
- You have advantage on Constitution saving throws you make to maintain concentration on this spell, and you can concentrate on this spell for up to twice its normal duration.

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

EQUIPMENT

15 gp, Spellbook, Wand (Arcane Focus), Scholar's Robes, Bedroll, Mess Kit, Holy Symbol of Tyton, A Book of Prayers, Acolyte Vestments, 5 Sticks of Incense

CHARACTER ROLE

Shay Ambrell [they/them] commands powerful spells as a wizard of leyline magic, which they can use to defend themselves, deal damage, or support their allies. They are also flexible, and able to change their spells each day based on the leyline they draw power from.

CHARACTER BACKSTORY

Orphaned at a young age, Shay was taken in by a kindly priest who raised them in the seafaring perch of Saltar's Port. As a child, Shay was captivated by tales of the Amaranthine—the gods of Everden. As time passed, Shay became interested in the study of arcane magic and was eventually accepted into the Avium, the prestigious Humblewood academy. Years later Shay received a vision from the owl Amaranthine of the night domain, Tyton. Shay had a special destiny, Tyton revealed, but they would only find their purpose if they sought adversity. That day, Shay set their studies aside to seek out their destiny on the roads of Humblewood.

FEATURE: SHELTER OF THE FAITHFUL

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of Tyton, the Amaranthine of night and death. You and your adventuring companions can expect to receive free healing and care at a temple or shrine, though you must provide any material components needed for the spell. Those who share your religion will support you (but only you) at a modest lifestyle.

You have ties to a temple in Saltar's Port, where your mother still serves as a priest of Tyton. You also have a residence there. You can call upon the priests of this temple for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Personality Traits: I am calm and composed, even in the face of adversity. I see omens in every event and action.

The Amaranthine try to speak to us, we just need to listen.

Ideals: *Aspiration.* I seek to prove myself worthy of Nightfather Tyton's favor by matching my actions against his teachings.

Bonds: I want to find my destiny and discover the purpose set for me by the Amaranthine.

Flaws: I judge others harshly, and myself even more severely.

PREPARED SPELLS

Cantrips: *chill touch, message, minor illusion, shocking grasp*

1st level (4 slots): *mage armor, magic missile, spiny shield**, *sleep, thunderwave†*

2nd level (3 slots): *enlarge/reduce (c), mirror image†, scorching ray, spider climb (c)*

3rd level (2 slots): *call lightning†, haste (c), water walk (r)*

* - New spell described in Appendix D

†- This is a leyline spell

c - This spell requires concentration

r - This spell can be cast as a ritual





Kalina Quill

12 (+1)
STRENGTH

16 (+3)
DEXTERITY

12 (+1)
CONSTITUTION

13 (+1)
INTELLIGENCE

12 (+1)
WISDOM

14 (+2)
CHARISMA

CLASS/LEVEL
College of the Road Bard 5

BACKGROUND
Wind-Touched

RACE
Kindled Corvum

ALIGNMENT
Chaotic Neutral

SIZE
Medium

SAVING THROWS

♠ Strength	+1
♠ Dexterity	+6
♠ Constitution	+1
♠ Intelligence	+1
♠ Wisdom	+1
♠ Charisma	+5

15 (studded leather armor)
ARMOR CLASS

+4
INITIATIVE

31
HIT POINTS

30 ft.
SPEED

12
PASSIVE PERCEPTION

+3
PROFICIENCY BONUS

SKILLS

♠ Acrobatics (Dex)	+6
♠ Animal Handling (Wis)	+2
♠ Arcana (Int)	+2
♠ Athletics (Str)	+2
♠ Deception (Cha)	+8
♠ History (Int)	+2
♠ Insight (Wis)	+2
♠ Intimidation (Cha)	+5
♠ Investigation (Int)	+2
♠ Medicine (Wis)	+2
♠ Nature (Int)	+2
♠ Perception (Wis)	+2
♠ Performance (Cha)	+5
♠ Persuasion (Cha)	+8
♠ Religion (Int)	+4
♠ Sleight of Hand (Dex)	+6
♠ Stealth (Dex)	+6
♠ Survival (Wis)	+2

OTHER PROFICIENCIES AND LANGUAGES

- ♠ Forgery Kit
- ♠ Thieves' Tools
- ♠ Drum, Flute, Harp, Lute
- ♠ Auran, Birdfolk, Mapach

ATTACKS & SPELLCASTING

Spell Attack Modifier +5

Spell Save DC 13

Talons. +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) piercing damage.

Rapier. +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) piercing damage.

Shortbow. +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 +3) piercing damage.

FEATURES AND TRAITS

Glide. When falling, you can spend your reaction to spread your feathered arms and slow your descent. When you do so, you descend gently at a speed of 60 feet per round, taking no fall damage when you land. If you fall at least 10 feet in this way, you may fly up to your speed in one direction, landing where you end your movement. You can't glide while carrying heavy weapons or shields, though you can drop any held items as part of your reaction to glide. You cannot glide while wearing heavy armor or while encumbered.

Talons. You have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Appraising Eye (1/Short or Long Rest). By spending an action examining an object, you can determine any magical properties the item has, how they can be used or activated, and a fair estimation of its market value.

Convincing (Religion). You have advantage on all Charisma checks made to convince someone of your knowledge on any topic related to the Religion skill.

Sharp Mind. You are able to perfectly and clearly recall anything you have seen or heard within the last month.

Bardic Inspiration (2/Short or Long Rest). You can inspire others with stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d8.

Once within the next 10 minutes, the creature can roll the Bardic Inspiration die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Jack of All Trades. You add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest. You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance spend one or more Hit Dice to regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

Wanderer's Lore. While a creature has possession of a Bardic Inspiration die gifted from you, that creature may choose to roll a single Arcana, History, Nature, or Religion check with advantage.

Acrobatics Lessons. When you or an ally within 60 feet of you makes a Dexterity saving throw, you may expend a use of your Bardic Inspiration to roll your Bardic Inspiration die and add the result to the saving throw. An ally must be able to see and hear you to benefit from this effect.

Hunting Lessons. You can expend one use of your Bardic Inspiration to mark one creature you can see within 90 feet of you as your quarry. Up to one hour, for as long as you concentrate on this ability, all weapon attacks you make against the target deal an additional die of damage, equal to your Bardic Inspiration die.

EQUIPMENT

10 gp, Rapier, Shortbow, Thieves' Tools, Forgery Kit, Fine Clothes, An Ornate Cloak, A Small Silver Feather that Symbolizes the Wind, Wooden Flute



CHARACTER ROLE

Kalina Quill [she/her] is a college of the road bard who has picked up various skills from her time wandering the Wood. She is a talented performer, social manipulator, and thief who can pick locks and disarm traps with her thieves' tools. Kalina is also a skilled fighter and spellcaster, ready to support her allies with offensive, defensive, or healing magic.

CHARACTER BACKSTORY

Born to humble farmers in the perch of Brackenmill, Kalina's mother always claimed Kalina's unique birthmarks meant she was "wind-touched": destined for greatness. Yet, Kalina lacked confidence in herself. This was until her family played host to a traveling bard. The bard took a shine to Kalina, and mentored the young corvum, teaching Kalina music, dance, and a bit of magic. Before the bard left, the bard shared with Kalina her dream of obtaining fame and fortune. Kalina, inspired, made the bard's dream her own. Kalina has since traveled across Humblewood, dazzling crowds with her acrobatic dances and using magic to convince audiences to tip a little extra. After all, it's not everyday folks get to see a dancing, wind-touched birdfolk perform!

FEATURE:

SUPERNATURAL PRESENCE

Folks from all across Humblewood believe you have been divinely blessed by the power of the wind. If you make a show of your power or skill that can be attributed to your mystical connection with the wind, your believer's faith in you will be bolstered. They will support you, and, depending on how well you convince them of your powers, treat you with reverence, or possibly even worship.

Title and Blessing: I accept this honor but I have my doubts.

Personality Traits: I'm confident in my abilities. My mood can be as unpredictable as the weather, and change just as quickly.

Ideals: *Cynicism.* What matters isn't whether or not my powers are genuine, but what advantages I can reap because of that belief.

Bonds: I want to become rich and famous.

Flaws: I can't resist a chance to perform for my adoring public.

SPELLS KNOWN

Cantrips: *mage hand, prestidigitation, vicious mockery*

1st level (4 slots): *detect magic (c) (r), healing word, heroism (c), hideous laughter (c)*

2nd level (3 slots): *invisibility (c), shatter, suggestion (c)*

3rd level (2 slots): *hypnotic pattern (c)*

c - This spell requires concentration

r - This spell can be cast as a ritual

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